



STAR WARS™

COMPLETE VEHICLES

INCREDIBLE CROSS-SECTIONS

NEW
EDITION
INCLUDES
TWO EXCLUSIVE
CROSS-SECTIONS





The background of the book cover is a detailed, high-angle photograph of a Star Wars vehicle, likely a Republic Gunship, with its cargo bay open. Inside the bay, two Clone Troopers in white armor are visible. The vehicle's complex mechanical and structural details are clearly shown.

STAR WARS™

COMPLETE VEHICLES NEW EDITION

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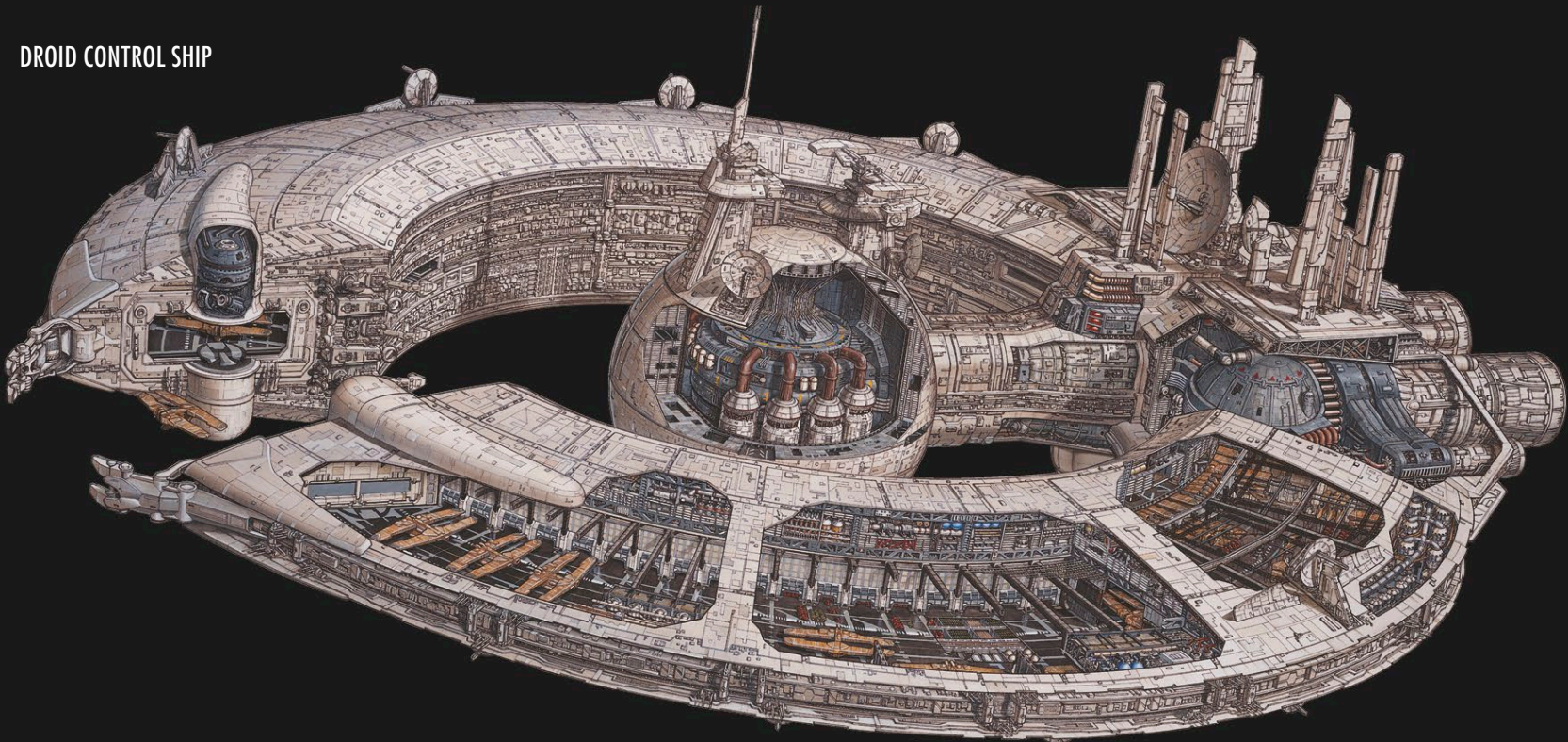
JON HALL



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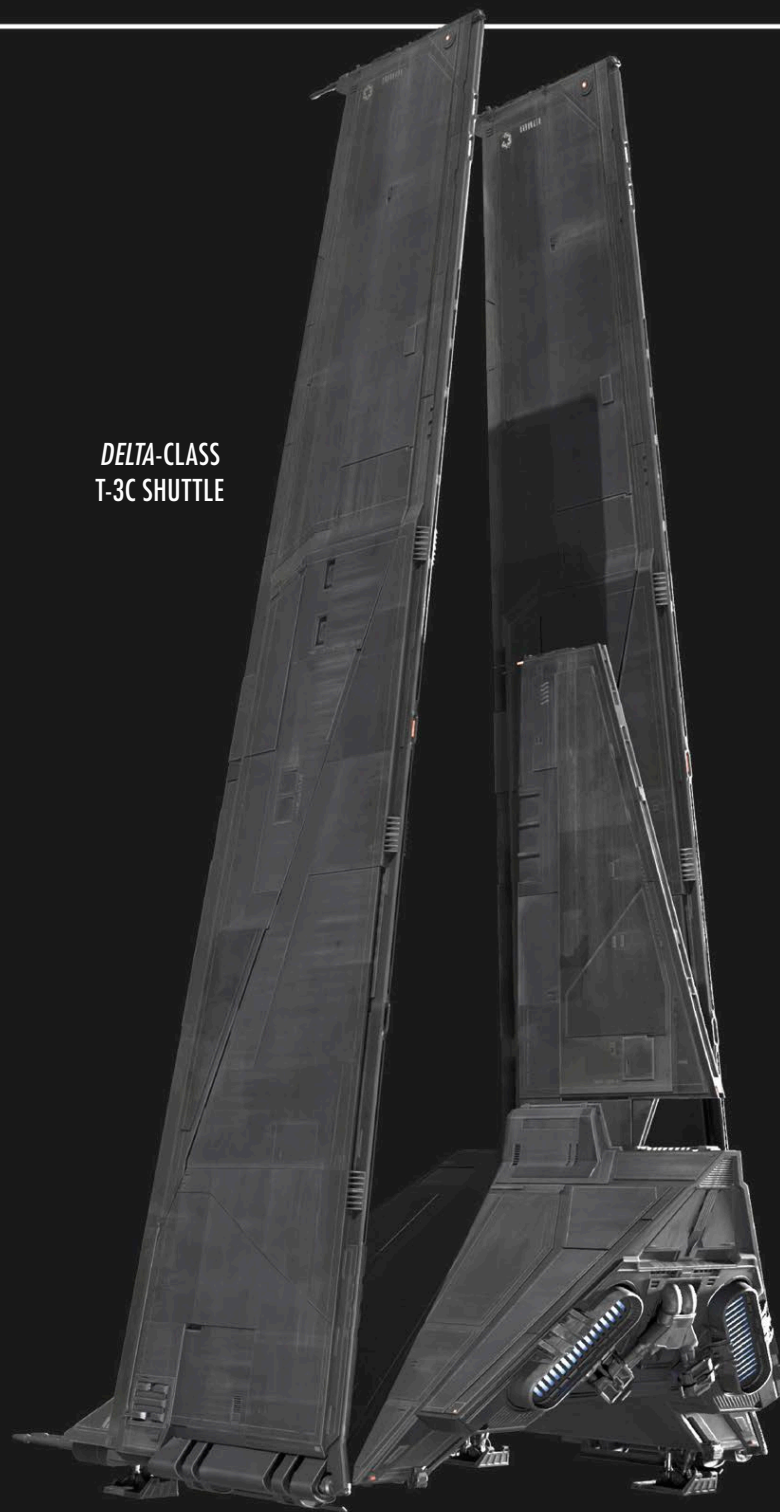
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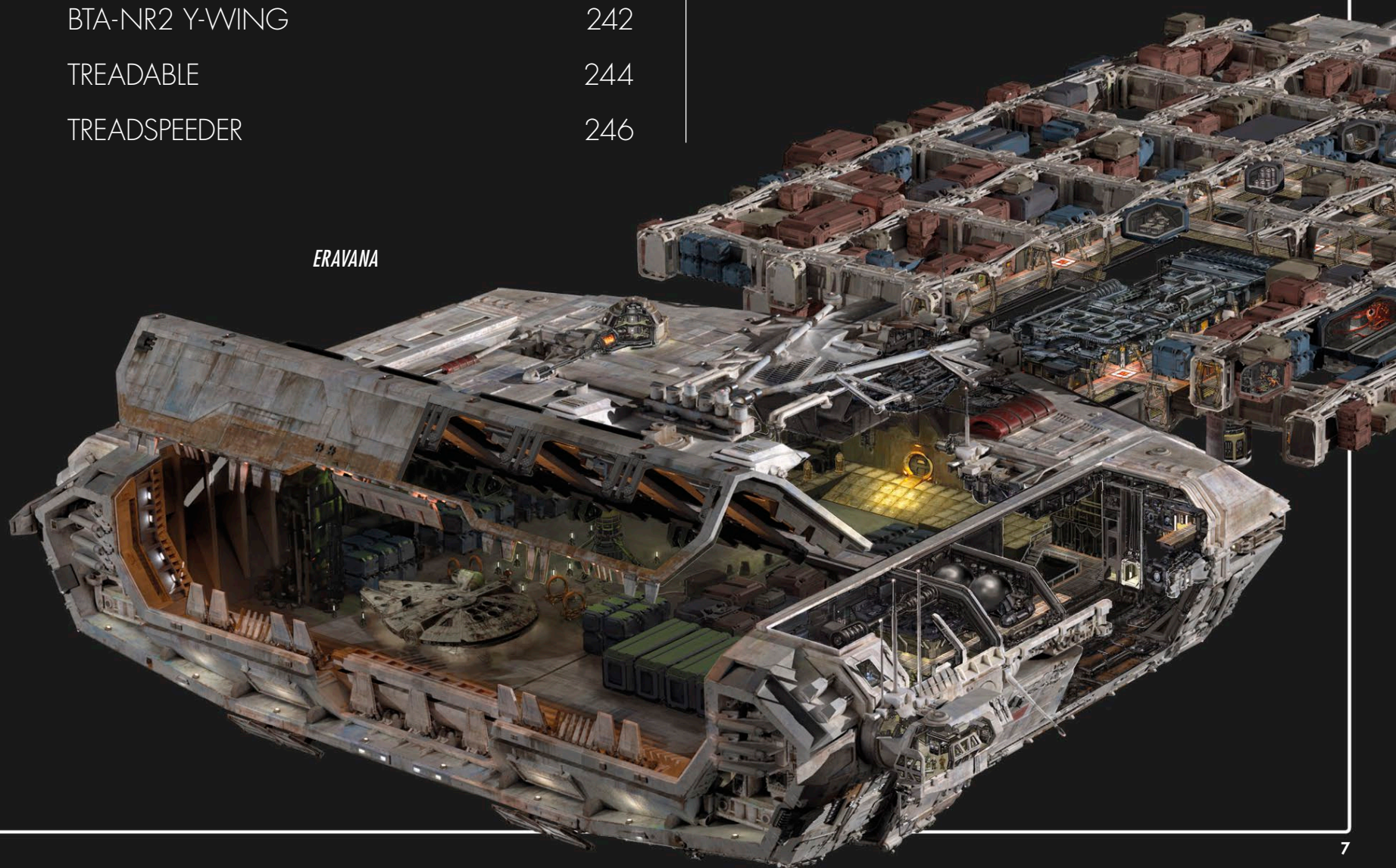
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FOREWORD

Working with a talented team of multidisciplinary artists, writers, engineers, and *creators* of all kinds is one of my favorite things about my job. The vehicles in *Star Wars*—and in this book—have each lived a long life to get to this point with contributions from literally dozens of creators with widely different areas of expertise. Some who come from industrial design backgrounds, like the legendary Ralph McQuarrie who drew some of the first *Star Wars* vehicle concepts. Others, engineers who understand how to build a stunt vehicle from scratch that can power a speeder that will really drive on set at 100 kph (60 mph). Last, the illustrators who put it all together with every detail in the right place as seen in this book—the final state.

Each person adds their unique stamp to the designs. But it all starts with the film.

Movies are magic. One of the most magical places on a film production is the Art Department: the team whose job it is to dream big and illustrate those ideas for the filmmakers. Walking into those rooms you witness pure creativity filling the walls. Early during the production of *Solo: A Star Wars Story*, I remember dozens of designs for Lando's *Falcon* on monitors around the room, drawings on every wall, and even rough mockups. The art takes all forms: illustrations, blueprints, models made out of foam core, and high-tech 3D printouts. The room smells like creativity. And glue.

For the film, each of the designs is refined through an iterative process to arrive at the final concept. Then, each of the movie's sets and vehicles are engineered, built, filmed, and the visual effects are finished at Industrial Light & Magic. Finally, the illustrators, whose book you are holding now, can get to work. They take the finished product as seen in the movie and fit each of the pieces together into a cohesive whole. They are truly interdisciplinary artists—calculating both how all the rooms fit into a tightly packed TX-225 Occupier, while also squeezing in the turret drive motors to make sure those treads have power. Every little detail in its place.

Naturally, when we are filming the movies the designers and engineers pay careful attention to create believable designs, but in the movie-making process it only has to *look* like it works. We take shortcuts. It's not until they start drawing the cross-sections of ships like the *Tantive IV* that these artists get to route the precise path of how the ion injector connects with the turbine!

This sort of creativity is exactly the same flavor we use when making the films—first we look at the theme, the story, the emotion we are looking to create—and then we back into the logistics and the form to make it all feel believable—form following function making a cohesive whole.

As a *Star Wars* fan, this book is a true joy. I love all the care that Richard Chasemore, Hans Jensen, John R. Mullaney, Kemp Remillard, and Jon Hall put into the drawings in this book. Looking at these beautiful illustrations my favorite vehicles come alive in whole new ways; the gears practically turning on the page. What would it be like to actually walk through the vast docking bays of the Droid Control Ship? Or climb your way up to the cockpit of Jango Fett's *Slave I*? Or stroll the hallways of the incomparable *Millennium Falcon* from the holochess table to Lando's cape closet!

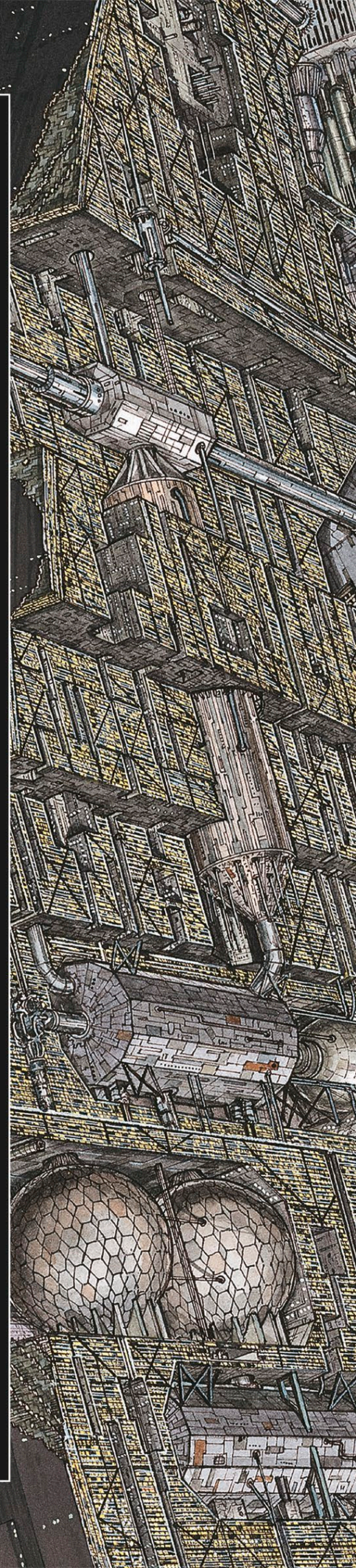
I hope you enjoy exploring all of the details within.

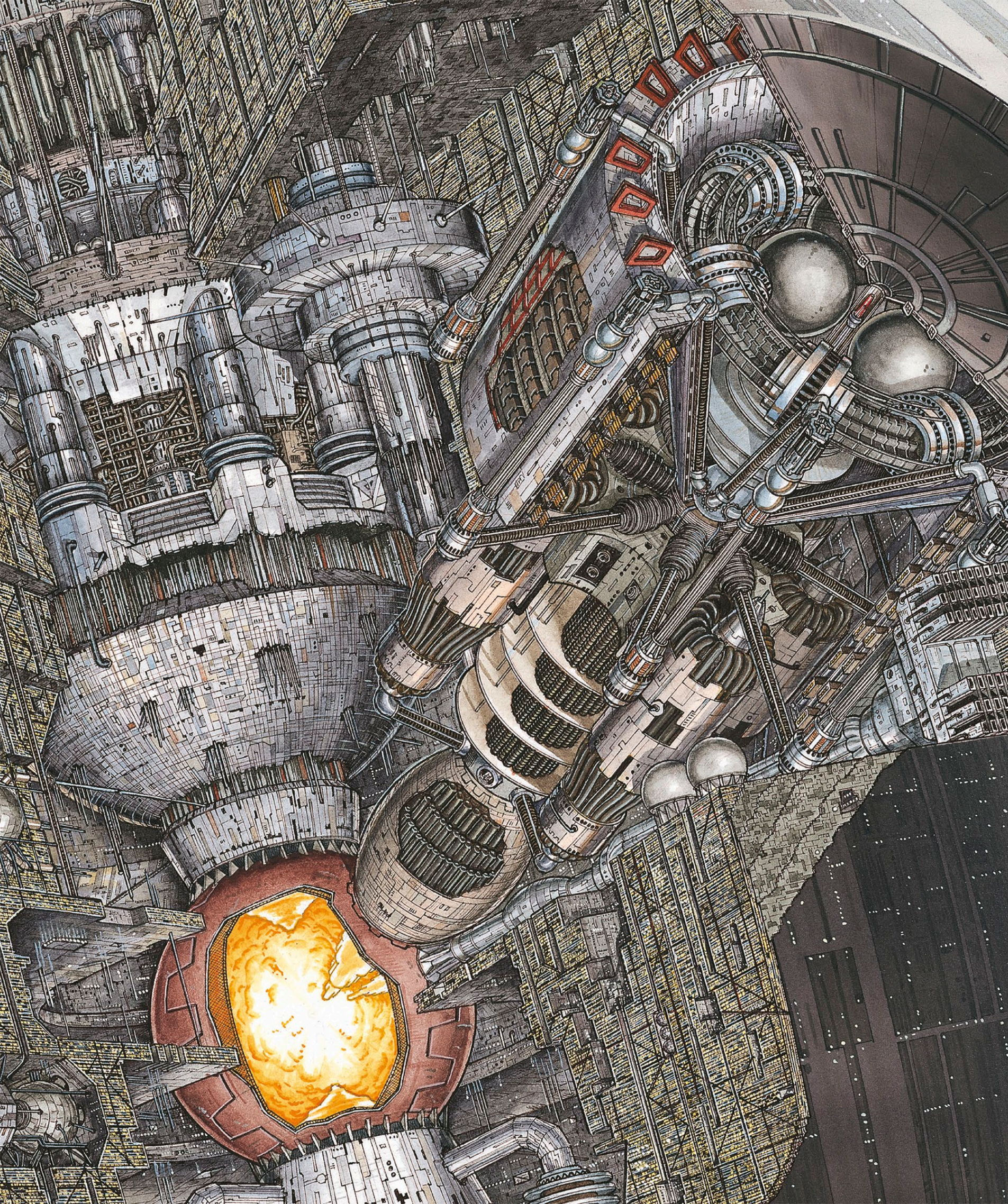


A stylized, handwritten signature of Rob Bredow in white ink. The signature is fluid and cursive, with the first letters of the first and last names being capitalized and prominent.

Rob Bredow

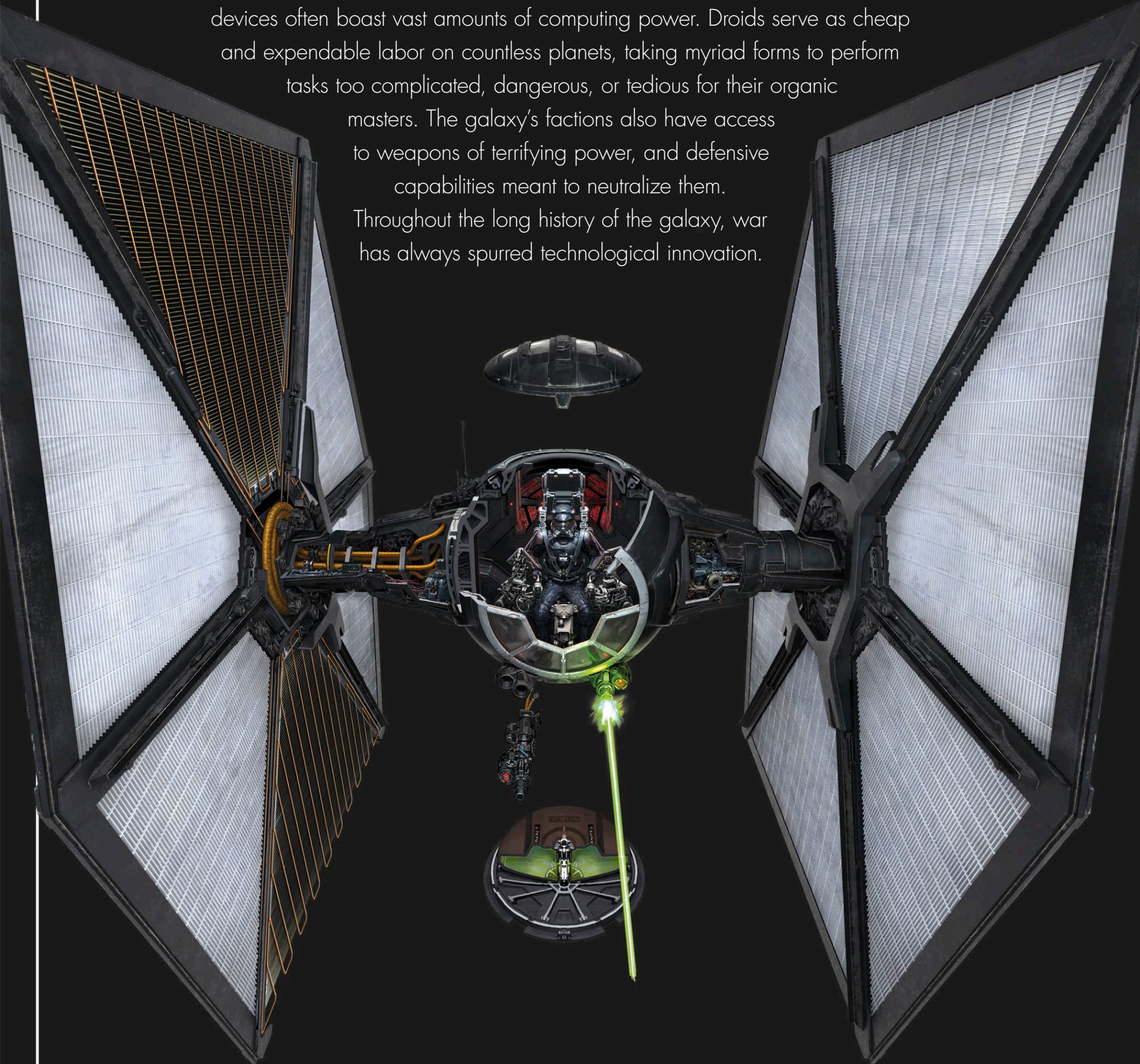
Executive Creative Director
& Head of Industrial Light & Magic





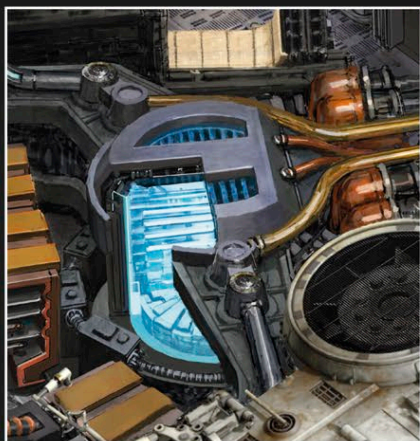
INTRODUCTION

Galactic civilization relies on technologies that have existed for millennia. Faster-than-light communication and travel are routine, and even commonplace devices often boast vast amounts of computing power. Droids serve as cheap and expendable labor on countless planets, taking myriad forms to perform tasks too complicated, dangerous, or tedious for their organic masters. The galaxy's factions also have access to weapons of terrifying power, and defensive capabilities meant to neutralize them. Throughout the long history of the galaxy, war has always spurred technological innovation.



VEHICLE TECHNOLOGY

HYPERDRIVES



Hyperdrives allow ships to travel faster than light, crossing the void between stars through the alternate dimension of hyperspace. Hyperspace fuels, such as coaxium, power a ship into hyperspace while preserving its mass/energy profile, sending it along a programmed course until it drops back into normal space at its destination. Large objects in normal space cast “mass shadows” in hyperspace, so hyperspace jumps must be precisely calculated to avoid deadly collisions.

GRAVITY MANIPULATORS



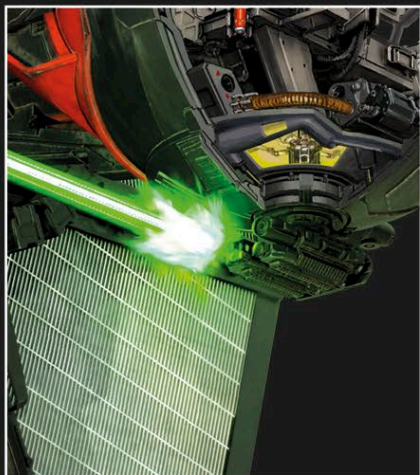
A number of galactic technologies work by manipulating gravity. Repulsorlifts allow a craft to hover or fly over a planet’s surface by pushing against its gravity, producing thrust, while acceleration compensators keep starship crews alive during high-speed maneuvers. Tractor beams manipulate gravitational forces to push or pull objects, while interdiction fields create gravitational shadows that interfere with faster-than-light travel, pinning ships in normal space or yanking them out of hyperspace.

SENSORS



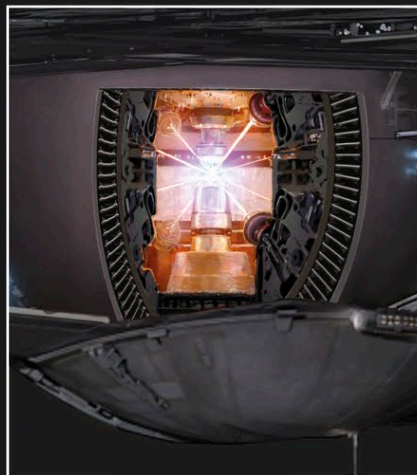
Sensors gather information about the area surrounding a vehicle, highlighting threats and hazards. Passive-mode sensors repeatedly scan the same area, scan-mode sensors have a longer range and collect data by emitting pulses in all directions, and search-mode sensors focus on a specific area for analysis. Data accumulated from scans is then fed into a sensor computer and relayed to a vehicle’s operator. Most starships have sensor suites that analyze a wide range of spectra.

ENERGY WEAPONS



Laser cannons and turbolasers are based on the same principle as handheld blasters: Energy-rich gas is converted to a glowing particle beam that can melt through targets. The largest such weapons are powerful enough to crack a planet’s core. Starships also use ion cannons, which overwhelm electronic systems with ionized energy bursts, and physical ordnance such as concussion missiles and proton torpedoes, whose energy warheads release clouds of high-velocity proton particles.

POWER SOURCES



Vehicles use a range of power technologies, most of which date back to the Republic’s earliest days. The most common are chemical, fission, or fusion reactors, which consume a variety of fuels based on local resources. Large starships opt for fusion systems that contain hypermatter-annihilation cores, generating vast amounts of power. Many starship fuels are hazardous to organic beings, circulating in ship systems as corrosive liquids or combustible and poisonous gases.

SHIELDS



Shields are protective force fields that repel solid objects or absorb energy. Concussion shields repel space debris, while two varieties of deflector shield protect craft in battle. Ray shields deflect or scatter energy beams, while particle shields diffuse impacts from high-velocity projectiles and proton weapons. A shield’s intensity gradually diminishes with distance from its projector. Most starships use a combination of ray and particle shielding for the most reliable protection.

THE REPUBLIC ERA

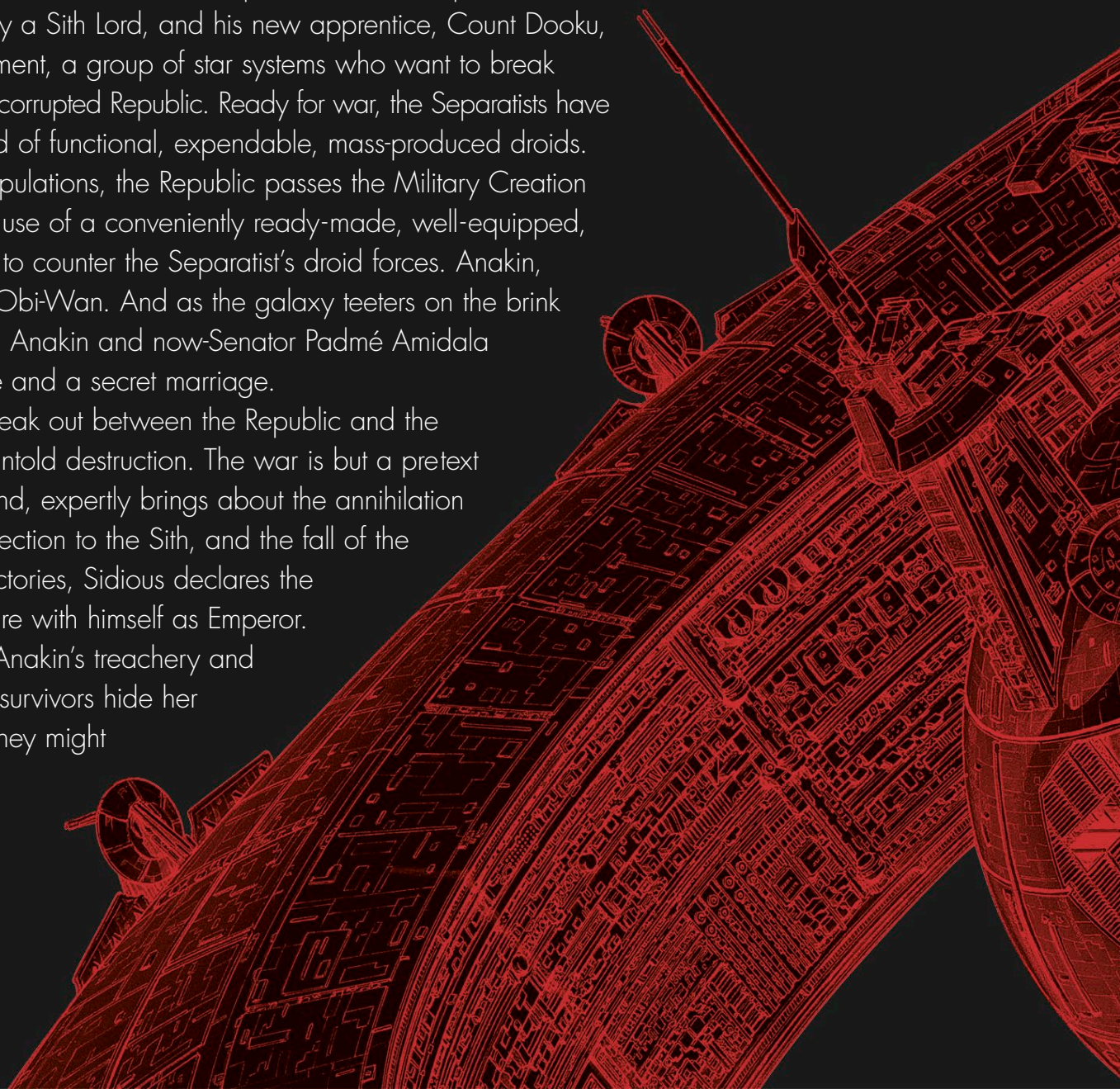
The democratic government named the Galactic Republic has ensured peace in the galaxy for hundreds of years. During this era, artistic expression and functional practicality drive vehicle design, with the sleek and elegant Naboo N-1 starfighter exemplifying this ancient tradition. When peace is threatened, the Republic calls on the negotiating skills of its guardians, the Jedi Order.

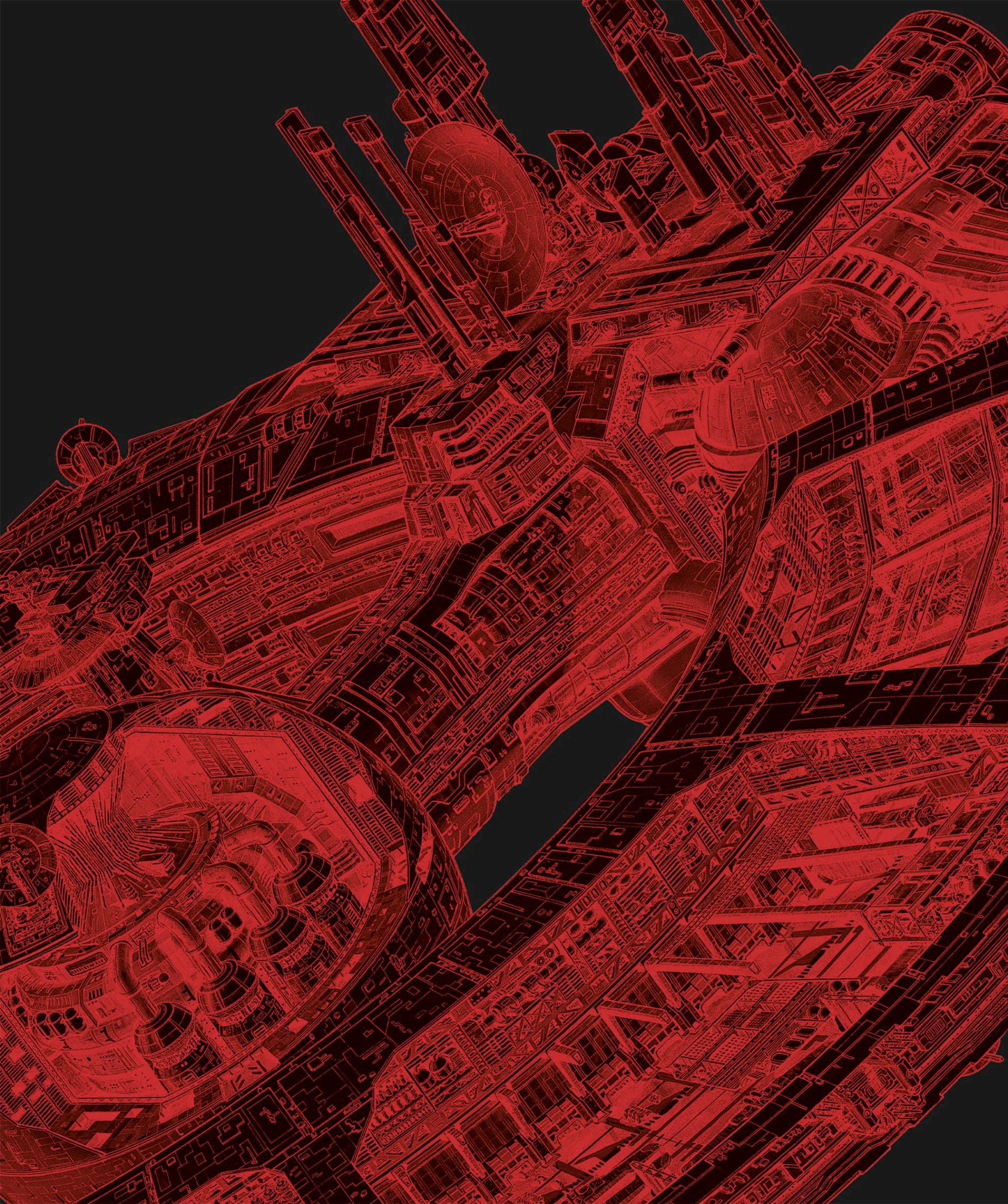
During one such mission, Jedi Master Qui-Gon Jinn and his Padawan, Obi-Wan Kenobi, are sent to the planet Naboo to stop the Trade Federation's blockade of the world. This greedy corporation combines its commercial and military aims by converting its cargo vessels into transportation for its droid armies. The Jedi help Naboo's leader, Queen Amidala, defeat the blockade and discover a young boy named Anakin Skywalker, who is incredibly strong in the Force. However, Qui-Gon falls in battle to a Sith Lord, revealing to the Jedi that their ancient enemies appear to have survived their assumed destruction millennia ago.

The Jedi do not realize that the blockade and the next decade of political upheaval are due to the Sith's machinations. The Republic's leader, Supreme Chancellor Palpatine, is secretly a Sith Lord, and his new apprentice, Count Dooku, heads up the Separatist movement, a group of star systems who want to break away from what they see as a corrupted Republic. Ready for war, the Separatists have built up a vast army, comprised of functional, expendable, mass-produced droids.

Thanks to Palpatine's manipulations, the Republic passes the Military Creation Act, legitimizing the Republic's use of a conveniently ready-made, well-equipped, and highly trained clone army to counter the Separatist's droid forces. Anakin, now a Jedi, is apprenticed to Obi-Wan. And as the galaxy teeters on the brink of war, the friendship between Anakin and now-Senator Padmé Amidala blossoms into a forbidden love and a secret marriage.

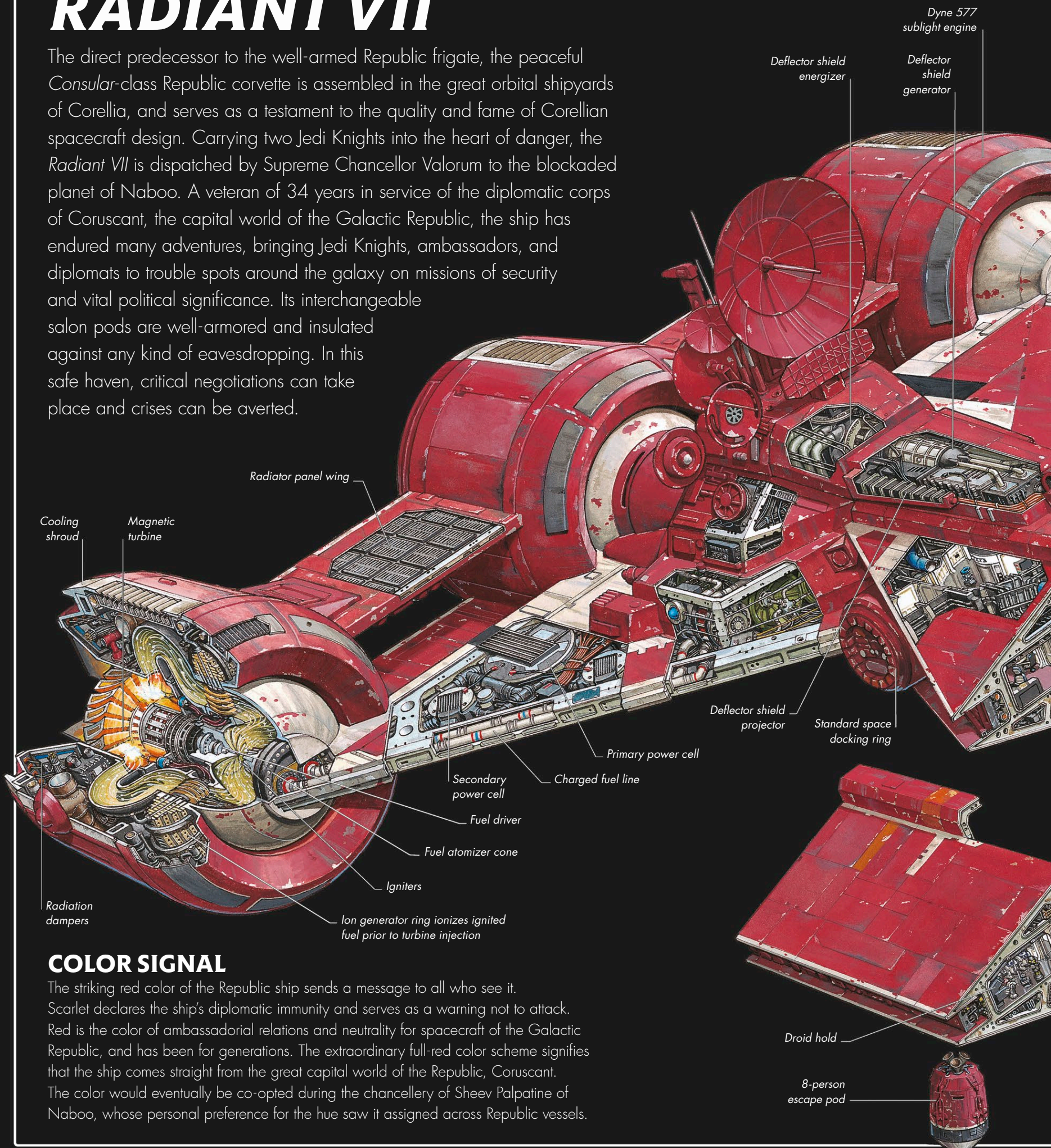
When the Clone Wars break out between the Republic and the Separatists, the galaxy faces untold destruction. The war is but a pretext for Sidious and, at the war's end, expertly brings about the annihilation of the Jedi Order, Anakin's defection to the Sith, and the fall of the Republic itself. Following his victories, Sidious declares the formation of the Galactic Empire with himself as Emperor. Padmé is horrified to learn of Anakin's treachery and dies soon after childbirth. Jedi survivors hide her twins, Luke and Leia, hopeful they might become Jedi in the future.





RADIANT VII

The direct predecessor to the well-armed Republic frigate, the peaceful *Consular-class* Republic corvette is assembled in the great orbital shipyards of Corellia, and serves as a testament to the quality and fame of Corellian spacecraft design. Carrying two Jedi Knights into the heart of danger, the *Radiant VII* is dispatched by Supreme Chancellor Valorum to the blockaded planet of Naboo. A veteran of 34 years in service of the diplomatic corps of Coruscant, the capital world of the Galactic Republic, the ship has endured many adventures, bringing Jedi Knights, ambassadors, and diplomats to trouble spots around the galaxy on missions of security and vital political significance. Its interchangeable salon pods are well-armored and insulated against any kind of eavesdropping. In this safe haven, critical negotiations can take place and crises can be averted.



COLOR SIGNAL

The striking red color of the Republic ship sends a message to all who see it. Scarlet declares the ship's diplomatic immunity and serves as a warning not to attack. Red is the color of ambassadorial relations and neutrality for spacecraft of the Galactic Republic, and has been for generations. The extraordinary full-red color scheme signifies that the ship comes straight from the great capital world of the Republic, Coruscant. The color would eventually be co-opted during the chancellorship of Sheev Palpatine of Naboo, whose personal preference for the hue saw it assigned across Republic vessels.



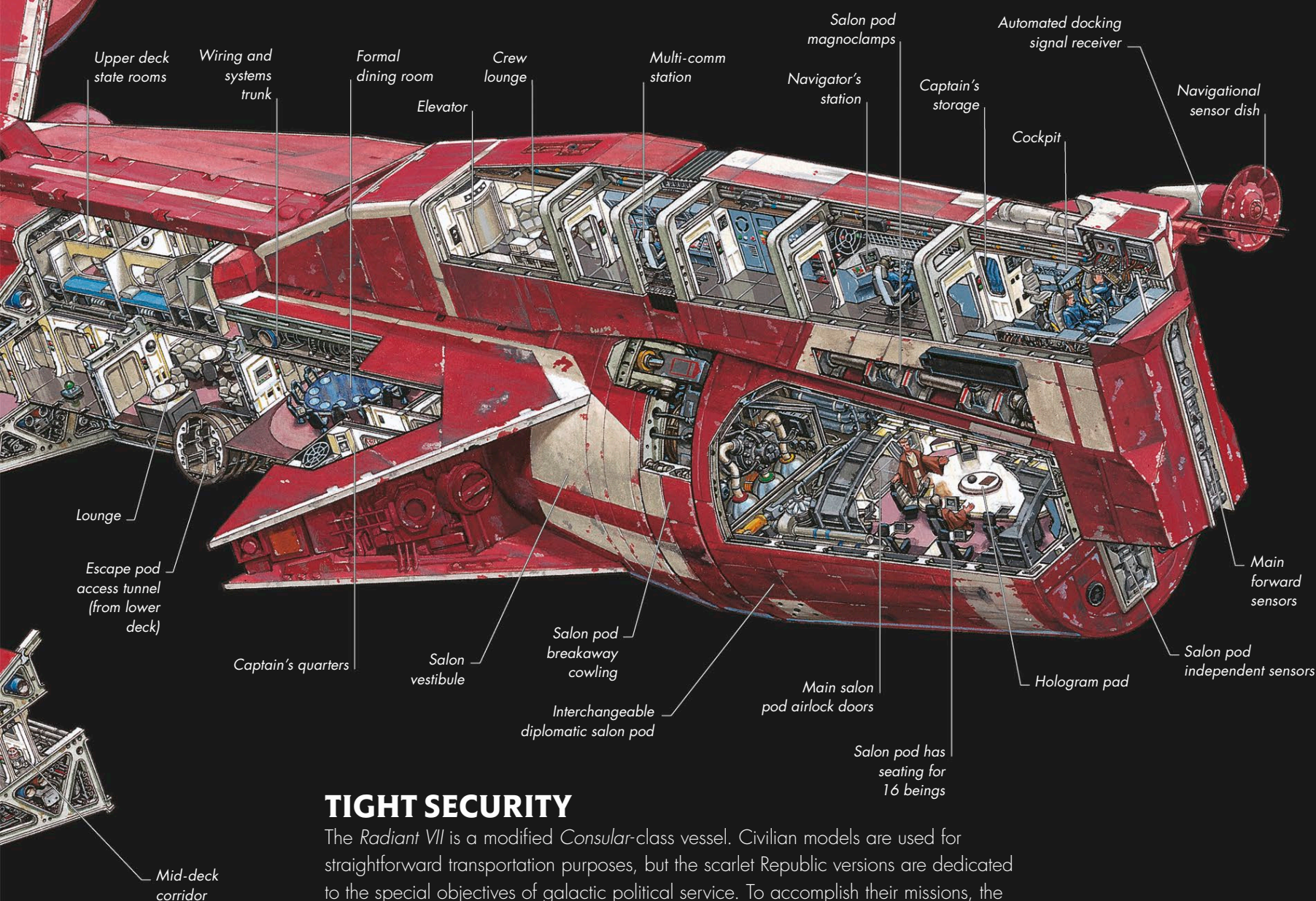
The *Radiant VII*'s control console is engineered to allow the captain and copilot to share operational duties, or if necessary for just one of them to pilot the ship.

COMMUNICATING IN A DIVERSE GALAXY

In order to communicate with any culture it may visit, the Republic corvette sports a wide variety of dish and other communications antennas. Two communications officers specialize in operating the communication computers, deciphering strange languages, and decoding the complex signal pulses of unorthodox alien transmissions.

DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** *Consular-class*
- > **TYPE** Corvette
- > **DIMENSIONS** Length: 115 m (380 ft)
- > **CREW** 1 captain, 2 copilots, 2 communications officers, 3 engineers (plus 16 passengers)
- > **WEAPONS** None
- > **AFFILIATION** Galactic Republic



TIGHT SECURITY

The *Radiant VII* is a modified *Consular-class* vessel. Civilian models are used for straightforward transportation purposes, but the scarlet Republic versions are dedicated to the special objectives of galactic political service. To accomplish their missions, the Republic corvettes must often rely on their reputation as absolutely secure vessels for high-level diplomatic meetings and confrontations. For security reasons, crew is kept to a bare minimum, with many ship functions attended by simple utility droids.

DANGEROUS DIPLOMACY

Although the planet Naboo is a member world of the Galactic Republic, it is located near the Outer Rim Territories, where the Republic has little influence. There, worlds without strong military forces are especially vulnerable to attack and invasion. Because the Neimoidian homeworld is also a member of the Republic, and because the Neimoidians rarely take any action that invites trouble with the Republic, the Neimoidian Trade Federation's blockade of Naboo surprises many representatives of the Galactic Senate.

When a Republic cruiser delivers a Jedi Knight and his apprentice to a Trade Federation battleship in Naboo's orbit, the Jedi know that if they fail to persuade the Neimoidians to leave the Naboo system, violent conflict could result.

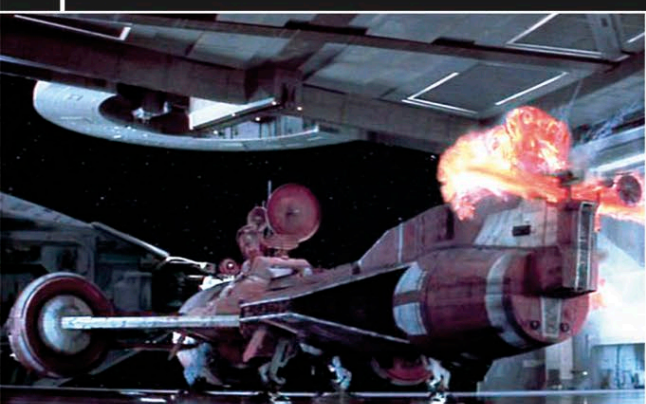


After successfully delivering the Jedi Knights Qui-Gon Jinn and Obi-Wan Kenobi to a Trade Federation ship, copilot Antidar Williams and Captain Maoi Madakor watch helplessly as a droid laser turret targets the *Radiant VII*'s cockpit.

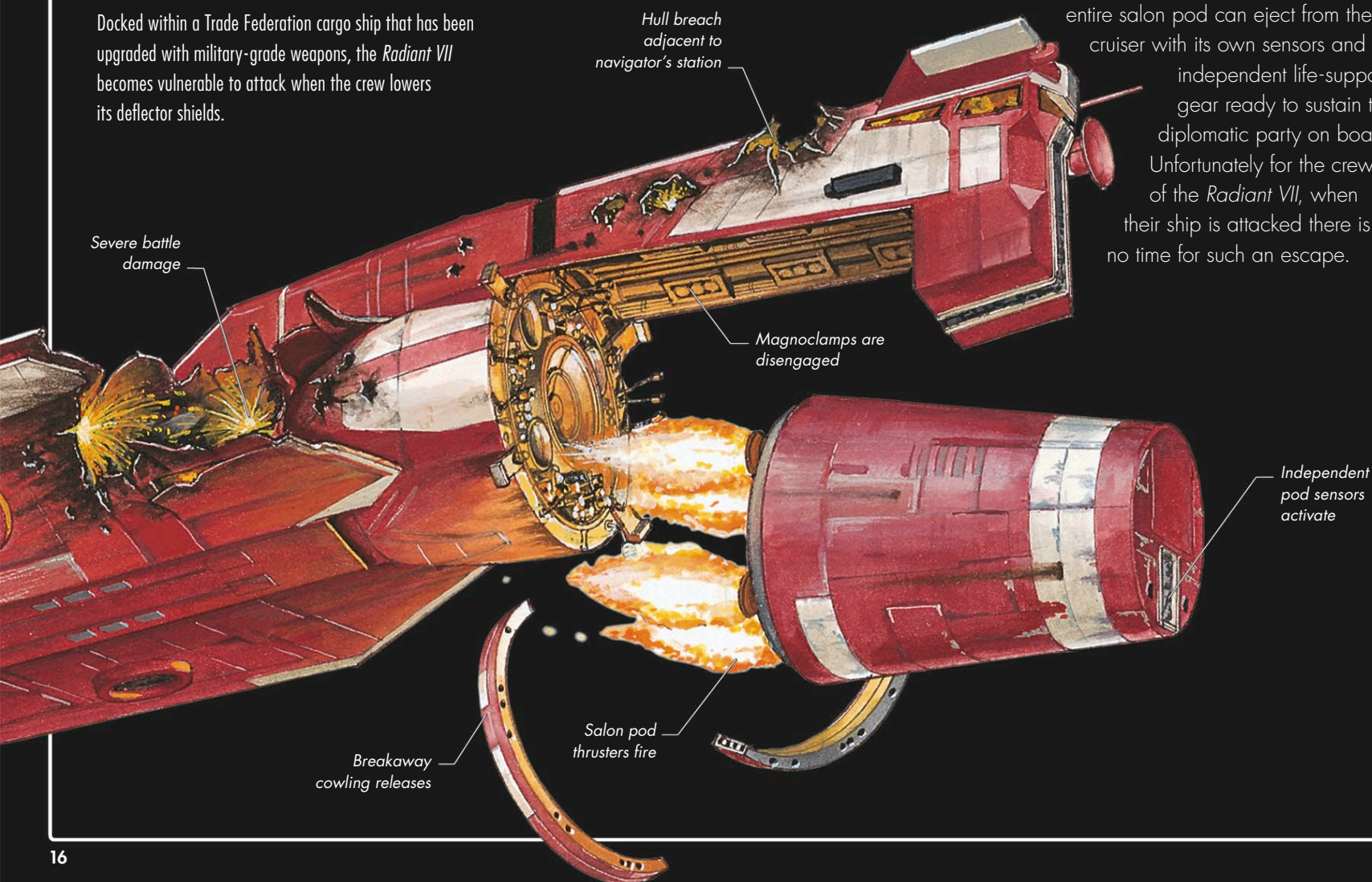
REPUBLIC CRUISER SALON POD

Republic cruisers often serve as neutral meeting grounds for Republic officials and leaders of groups in conflict. To accommodate the many kinds of alien physiology in the galaxy, customized salon pods are available in the hangars on Coruscant, and the Republic cruiser can be equipped with any of these. In emergency situations, the

entire salon pod can eject from the cruiser with its own sensors and independent life-support gear ready to sustain the diplomatic party on board. Unfortunately for the crew of the *Radiant VII*, when their ship is attacked there is no time for such an escape.



Docked within a Trade Federation cargo ship that has been upgraded with military-grade weapons, the *Radiant VII* becomes vulnerable to attack when the crew lowers its deflector shields.

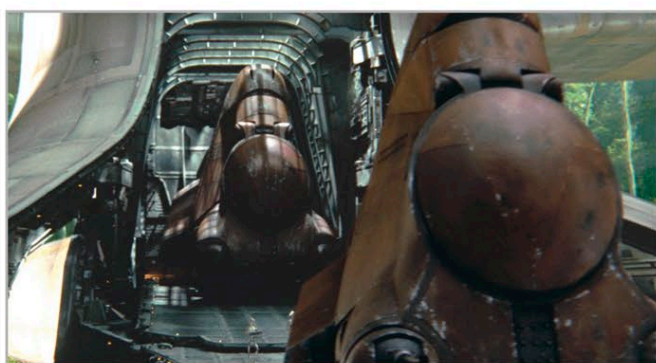


DROID INVASION FORCES

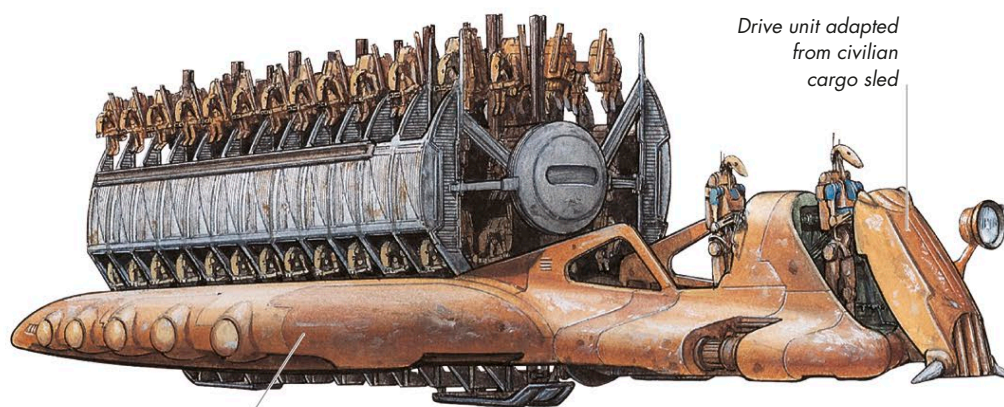
The Neimoidian Trade Federation uses a standard plan to invade worlds they hope to dominate. First, an armada of battleships surrounds the targeted world. The battleships deploy Xi Char-manufactured droid starfighters to disable any satellite weapons and communications systems, and send C-9979 landing ships to the world's surface. Each landing ship carries Trade Federation battle droids, tanks, and transports. An orbital Droid Control Ship directs the droids to attack, capture, or destroy the enemy's strategic defenses. Every battle droid obeys orders with ruthless efficiency.



Each retrofitted Trade Federation cargo ship carries 50 landing ships for transporting war machines and droids to planetary surfaces. Externally, they resemble the Trade Federation's standard commercial cargo barges.



Operated by the Trade Federation's remote Droid Control Ship, battle droids guide Multi-Troop Transports (MTTs) out of the landing ships and steer them into strategic positions.



Drive unit adapted from civilian cargo sled

Repulsorlift sled

TROOP CARRIER

The Trade Federation troop carrier conveys battle droid units to deployment zones behind the protection of ground armor, in secure conditions, or within occupied areas. A rack similar to that in the MTT contains a full complement of 112 battle droids folded into their space-saving configuration, ready for action on release.

The droid army descends on the capital city of Naboo, Theed. The force is so overwhelming that no resistance is offered, and the city falls without a battle.

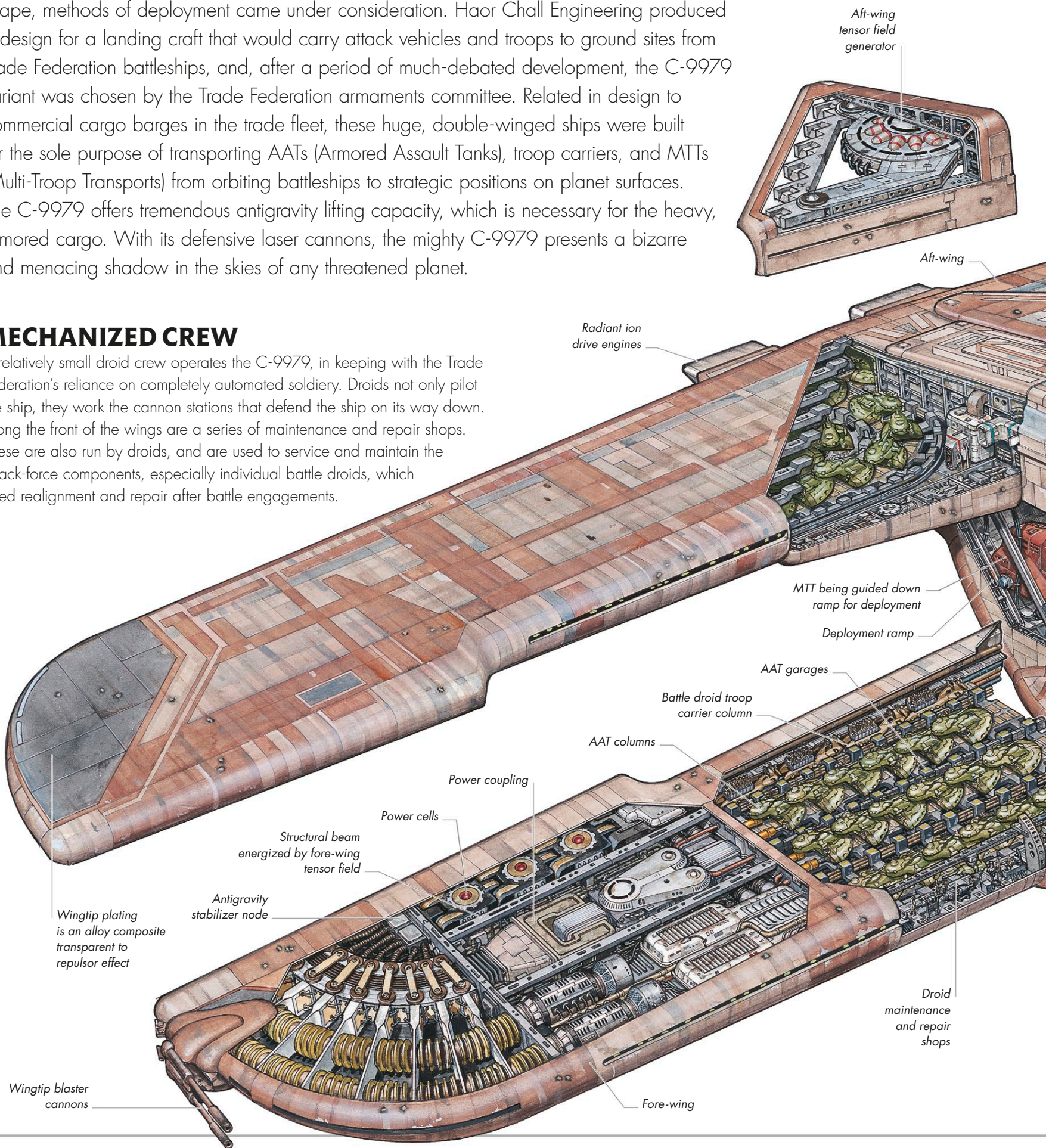


LANDING SHIP

When plans for the ground forces of the Trade Federation secret army had begun to take shape, methods of deployment came under consideration. Haor Chall Engineering produced a design for a landing craft that would carry attack vehicles and troops to ground sites from Trade Federation battleships, and, after a period of much-debated development, the C-9979 variant was chosen by the Trade Federation armaments committee. Related in design to commercial cargo barges in the trade fleet, these huge, double-winged ships were built for the sole purpose of transporting AATs (Armored Assault Tanks), troop carriers, and MTTs (Multi-Troop Transports) from orbiting battleships to strategic positions on planet surfaces. The C-9979 offers tremendous antigravity lifting capacity, which is necessary for the heavy, armored cargo. With its defensive laser cannons, the mighty C-9979 presents a bizarre and menacing shadow in the skies of any threatened planet.

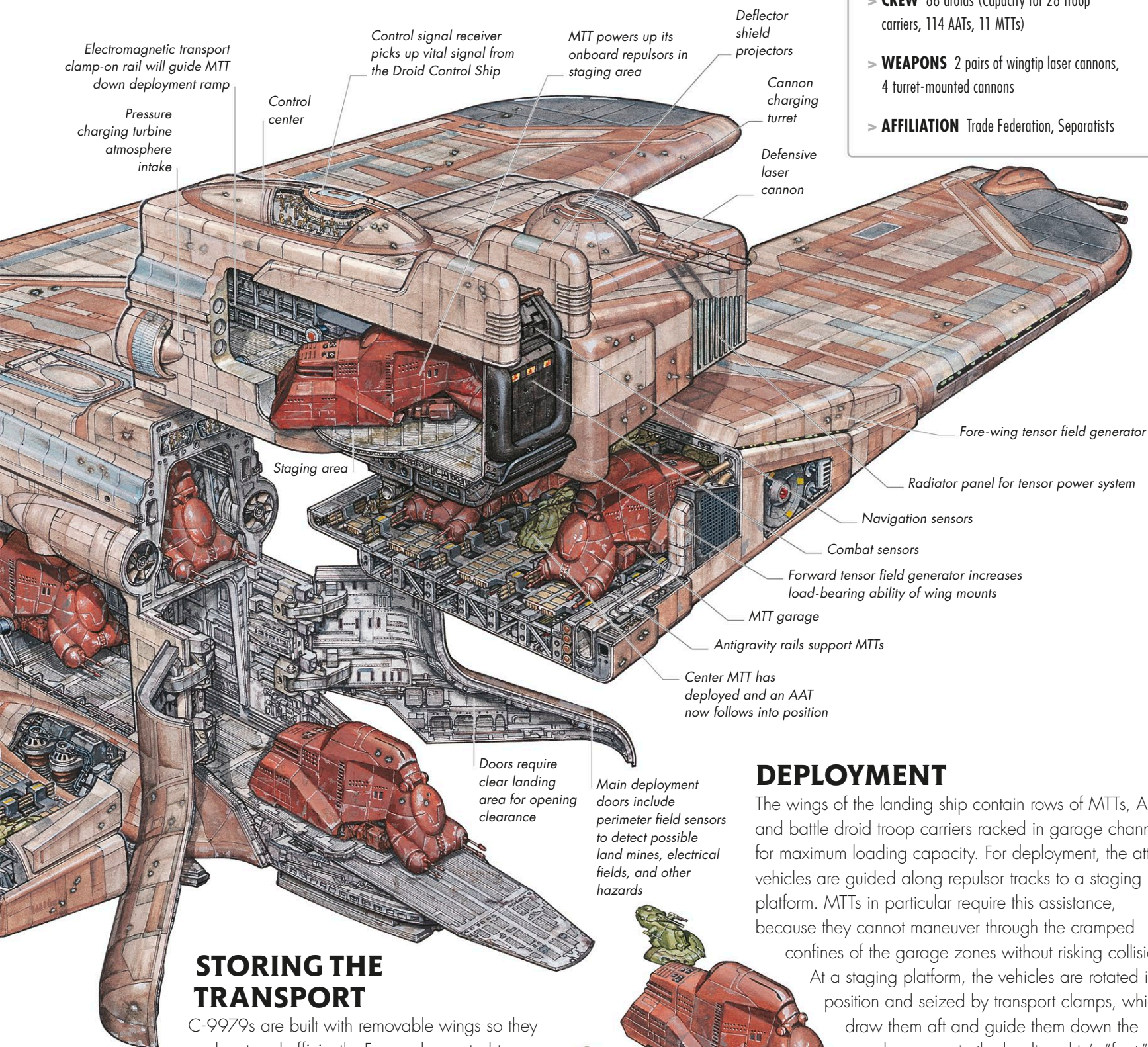
MECHANIZED CREW

A relatively small droid crew operates the C-9979, in keeping with the Trade Federation's reliance on completely automated soldiery. Droids not only pilot the ship, they work the cannon stations that defend the ship on its way down. Along the front of the wings are a series of maintenance and repair shops. These are also run by droids, and are used to service and maintain the attack-force components, especially individual battle droids, which need realignment and repair after battle engagements.



LOADING

C-9979 landing ships are berthed in hidden hangar areas aboard Trade Federation battleships. Here they are assembled, serviced, and maintained, and when ready for deployment they are loaded with MTTs, AATs, and troop carriers that have been prepared for combat. Landing ships are stored in an unloaded condition, both to reduce structural stress and enable the attack craft to be serviced individually.



- > **MANUFACTURER** Haor Chall Engineering
- > **MODEL** C-9979
- > **TYPE** Lander
- > **DIMENSIONS** Wingspan: 370 m (1,213 ft 11 in)
- > **CREW** 88 droids (Capacity for 28 troop carriers, 114 AATs, 11 MTTs)
- > **WEAPONS** 2 pairs of wingtip laser cannons, 4 turret-mounted cannons
- > **AFFILIATION** Trade Federation, Separatists

STORING THE TRANSPORT

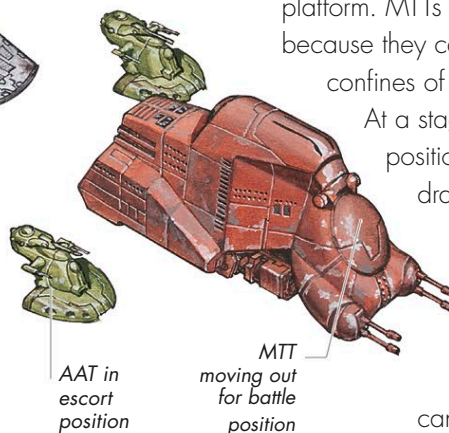
C-9979s are built with removable wings so they can be stored efficiently. Forward-mounted tensor fields bind the wings firmly to the fuselage when the ship is assembled for use. The C-9979's huge wings would tax the load-bearing capabilities of even the strongest metal alloys, making tensor fields vital for the ship's integrity. Wing-mounted tensor fields keep the span of the wings from sagging.

DEPLOYMENT

The wings of the landing ship contain rows of MTTs, AATs, and battle droid troop carriers racked in garage channels for maximum loading capacity. For deployment, the attack vehicles are guided along repulsor tracks to a staging platform. MTTs in particular require this assistance, because they cannot maneuver through the cramped confines of the garage zones without risking collisions.

At a staging platform, the vehicles are rotated into position and seized by transport clamps, which draw them aft and guide them down the drop ramp in the landing ship's "foot."

The great clamshell doors of the "foot" then open wide to release the ground forces. Deployment of the full load of vehicles on board a C-9979 can take up to 45 minutes.



MTT

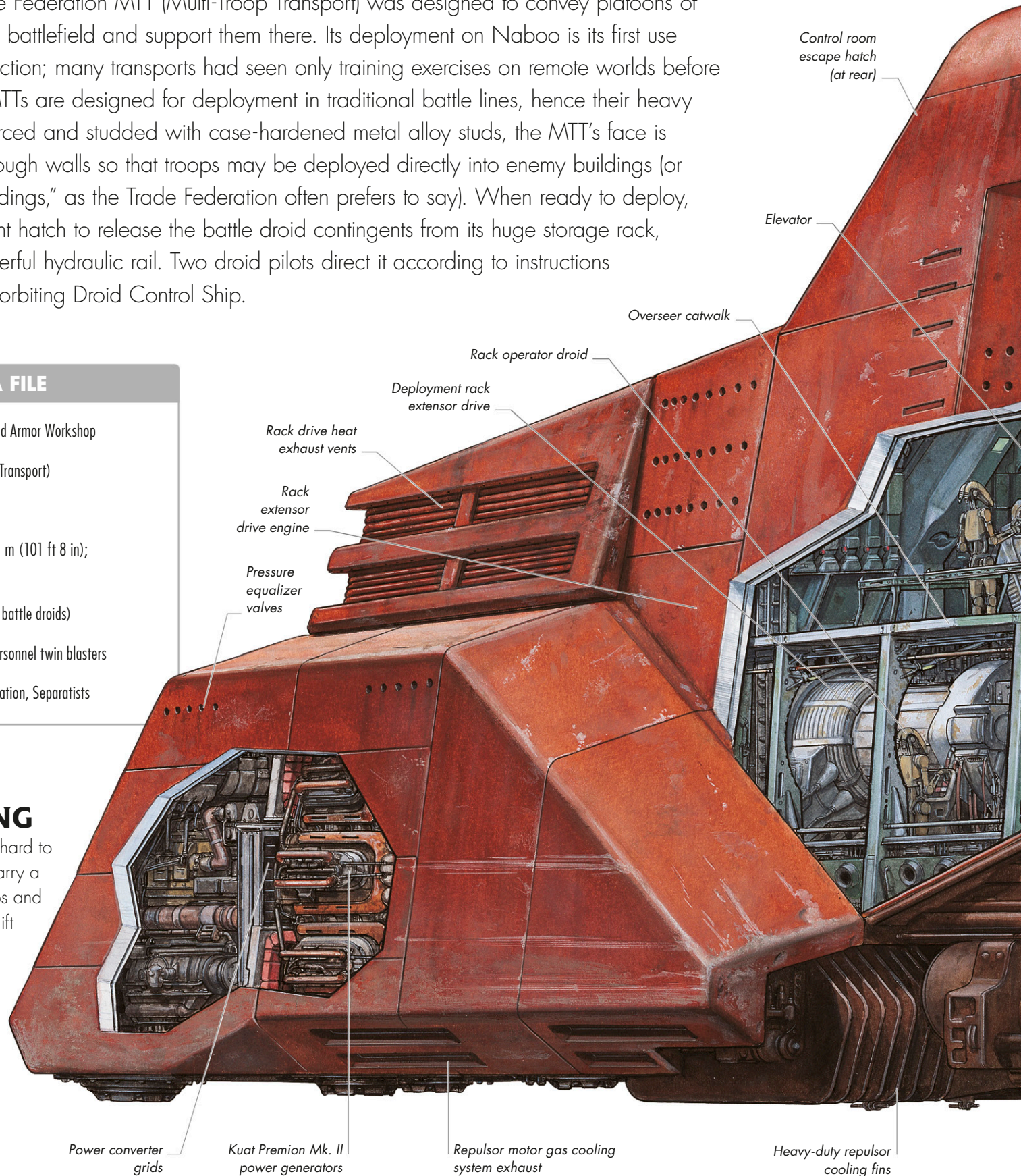
The Trade Federation's Baktoid Armor Workshop has long designed armaments for Trade Federation customers. When called upon to design and build vehicles for the Trade Federation droid army, it easily turned its resources to the creation of deadly weapons made to ensure a long line of future customers. The Trade Federation MTT (Multi-Troop Transport) was designed to convey platoons of ground troops to the battlefield and support them there. Its deployment on Naboo is its first use in a major military action; many transports had seen only training exercises on remote worlds before being used there. MTTs are designed for deployment in traditional battle lines, hence their heavy frontal armor. Reinforced and studded with case-hardened metal alloy studs, the MTT's face is designed to ram through walls so that troops may be deployed directly into enemy buildings (or "future customer buildings," as the Trade Federation often prefers to say). When ready to deploy, it opens its large front hatch to release the battle droid contingents from its huge storage rack, extended on a powerful hydraulic rail. Two droid pilots direct it according to instructions transmitted from the orbiting Droid Control Ship.

DATA FILE

- > **MANUFACTURER** Baktoid Armor Workshop
- > **MODEL** MTT (Multi-Troop Transport)
- > **TYPE** Troop transport
- > **DIMENSIONS** Length: 31 m (101 ft 8 in); height: 13 m (43 ft)
- > **CREW** 5 (capacity for 112 battle droids)
- > **WEAPONS** 2 17kv antipersonnel twin blasters
- > **AFFILIATION** Trade Federation, Separatists

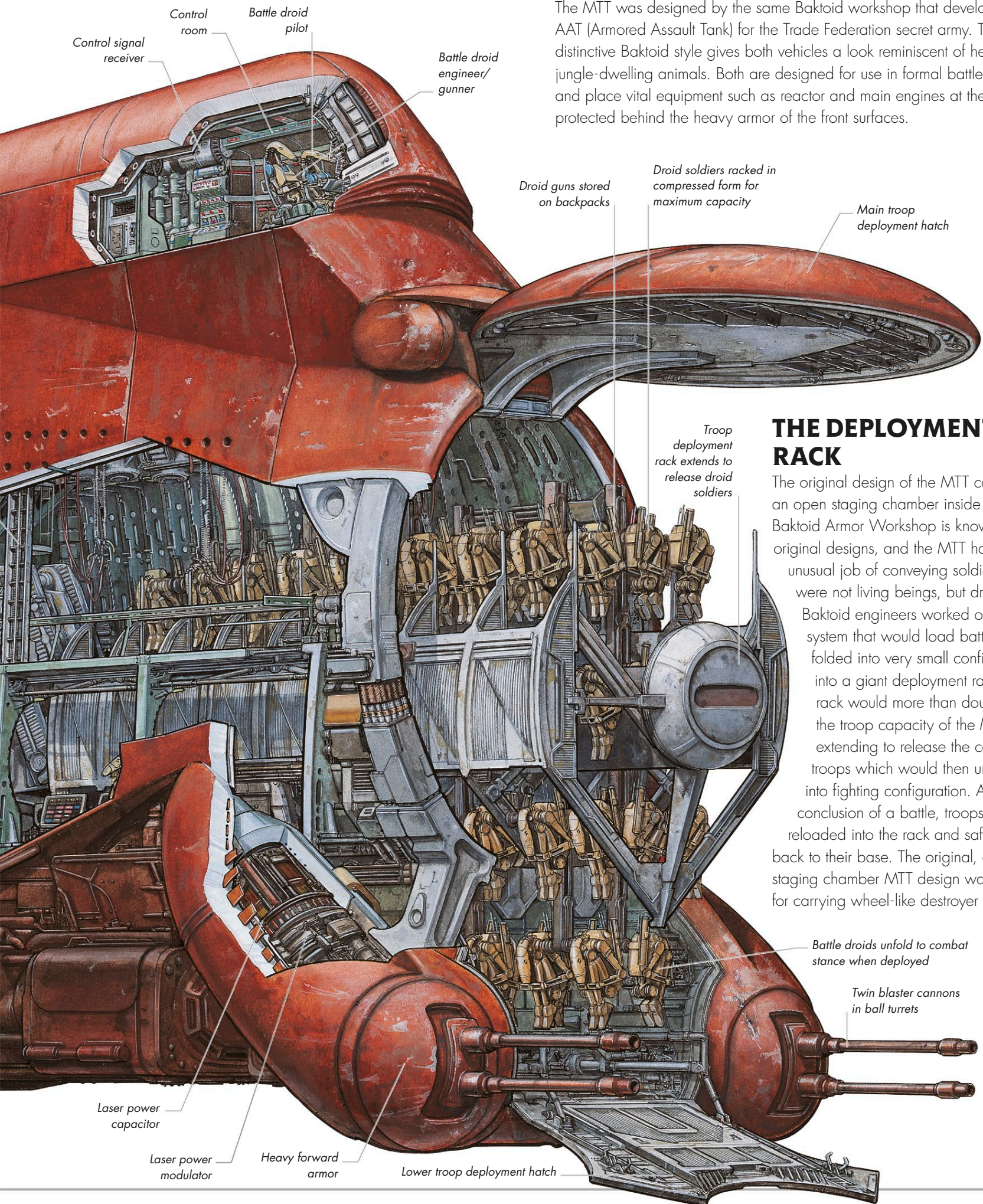
HEAVY LIFTING

The MTT's engine works hard to power repulsorlifts that carry a very heavy load of troops and solid armor. The repulsorlift generator's exhaust and cooling system is vented straight down toward the ground through several large vents under the vehicle. This creates a billowing storm of wind around the MTT, which lends it a powerful and menacing air.



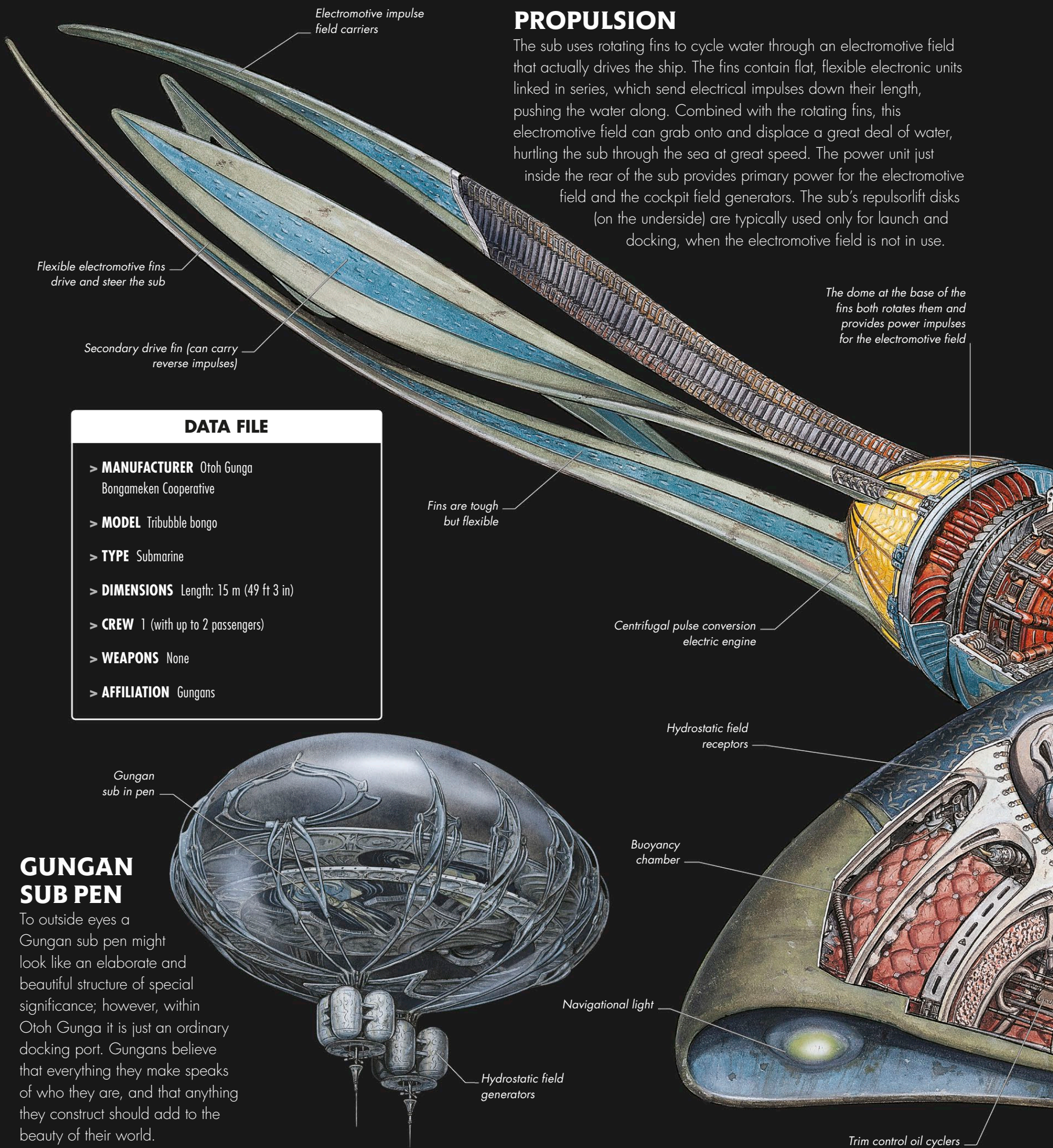
THE BAKTOID SIGNATURE IN DESIGN

The MTT was designed by the same Baktoid workshop that developed the AAT (Armored Assault Tank) for the Trade Federation secret army. The distinctive Baktoid style gives both vehicles a look reminiscent of heavy, jungle-dwelling animals. Both are designed for use in formal battle lines and place vital equipment such as reactor and main engines at the rear, protected behind the heavy armor of the front surfaces.



THE DEPLOYMENT RACK

The original design of the MTT called for an open staging chamber inside it, but the Baktoid Armor Workshop is known for its original designs, and the MTT had the unusual job of conveying soldiers that were not living beings, but droids. The Baktoid engineers worked out a system that would load battle droids folded into very small configurations into a giant deployment rack. This rack would more than double the troop capacity of the MTT, extending to release the compressed troops which would then unfold into fighting configuration. At the conclusion of a battle, troops are reloaded into the rack and safely carried back to their base. The original, open-staging chamber MTT design was retained for carrying wheel-like destroyer droids.



PROPULSION

The sub uses rotating fins to cycle water through an electromotive field that actually drives the ship. The fins contain flat, flexible electronic units linked in series, which send electrical impulses down their length, pushing the water along. Combined with the rotating fins, this electromotive field can grab onto and displace a great deal of water, hurtling the sub through the sea at great speed. The power unit just inside the rear of the sub provides primary power for the electromotive field and the cockpit field generators. The sub's repulsorlift disks (on the underside) are typically used only for launch and docking, when the electromotive field is not in use.

DATA FILE

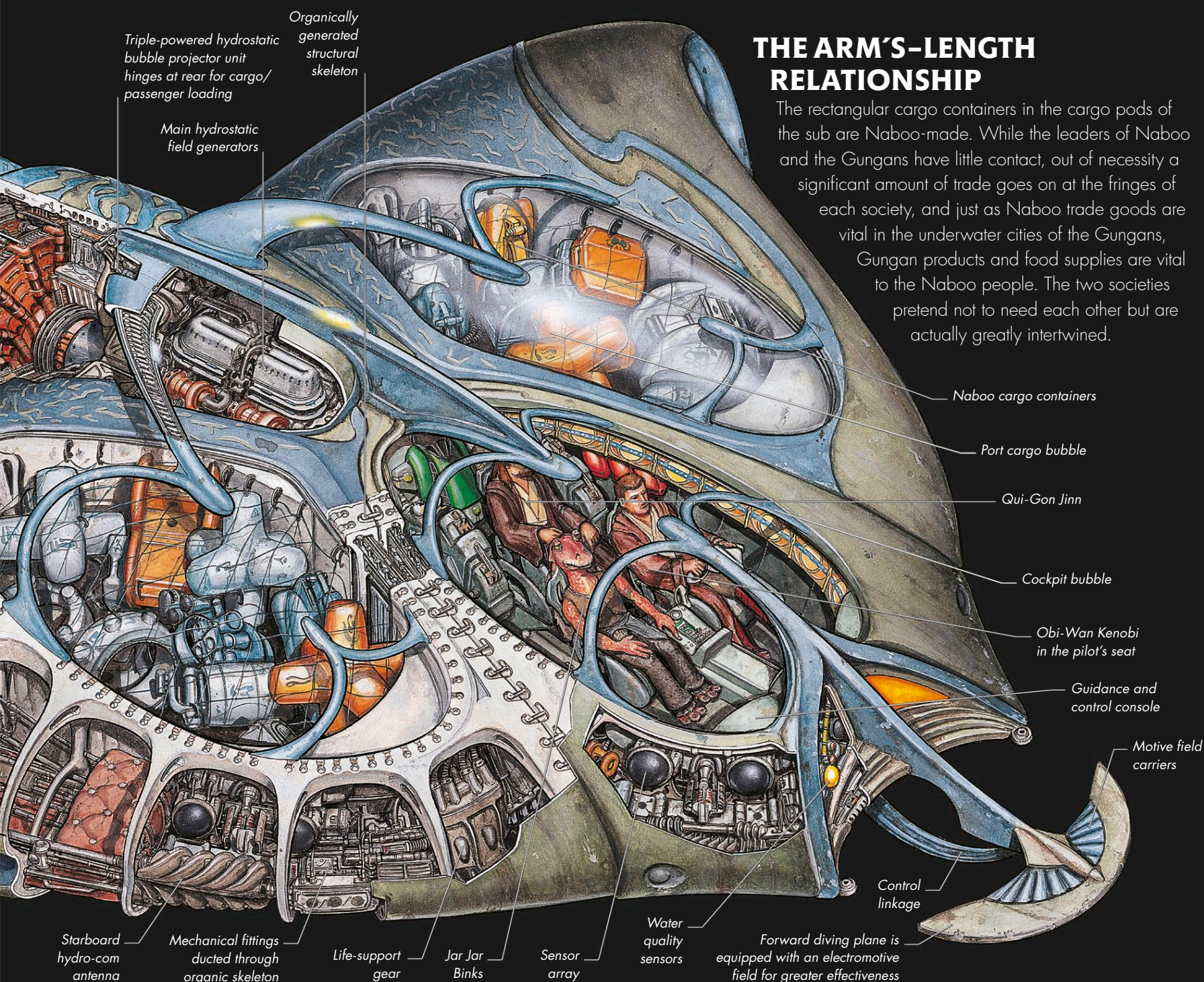
- > **MANUFACTURER** Otoh Gunga
Bongameken Cooperative
- > **MODEL** Tribubble bongo
- > **TYPE** Submarine
- > **DIMENSIONS** Length: 15 m (49 ft 3 in)
- > **CREW** 1 (with up to 2 passengers)
- > **WEAPONS** None
- > **AFFILIATION** Gungans

GUNGAN SUB PEN

To outside eyes a Gungan sub pen might look like an elaborate and beautiful structure of special significance; however, within Otoh Gunga it is just an ordinary docking port. Gungans believe that everything they make speaks of who they are, and that anything they construct should add to the beauty of their world.

GUNGAN SUB

This kind of submersible is a common utility transport in Otoh Gunga. The forward cockpit bubble carries only a pilot and passengers, but the side bubbles can carry either passengers or cargo, depending on whether they are fitted with seats. The sub's distinctive form originates from both the Gungans' construction methods and their love of artistic design. The Gungans produce many of their structures using a secret method that actually "grows" the basic skeletons or shells of buildings or vehicles. This gives Gungan constructions a distinctive organic look, which is then complemented by artistic detail, even on simple vehicles like the sub. Gungan organically generated shells can be combined to make complex constructions, and then modified and fitted with electronic and mechanical components to give them the needed functionality. The organic skeletons are exceptionally strong, though still susceptible to damage by some of the larger sea monsters encountered in deep waters.



THE ARM'S-LENGTH RELATIONSHIP

The rectangular cargo containers in the cargo pods of the sub are Naboo-made. While the leaders of Naboo and the Gungans have little contact, out of necessity a significant amount of trade goes on at the fringes of each society, and just as Naboo trade goods are vital in the underwater cities of the Gungans, Gungan products and food supplies are vital to the Naboo people. The two societies pretend not to need each other but are actually greatly intertwined.

NABOO QUEEN'S ROYAL STARSHIP

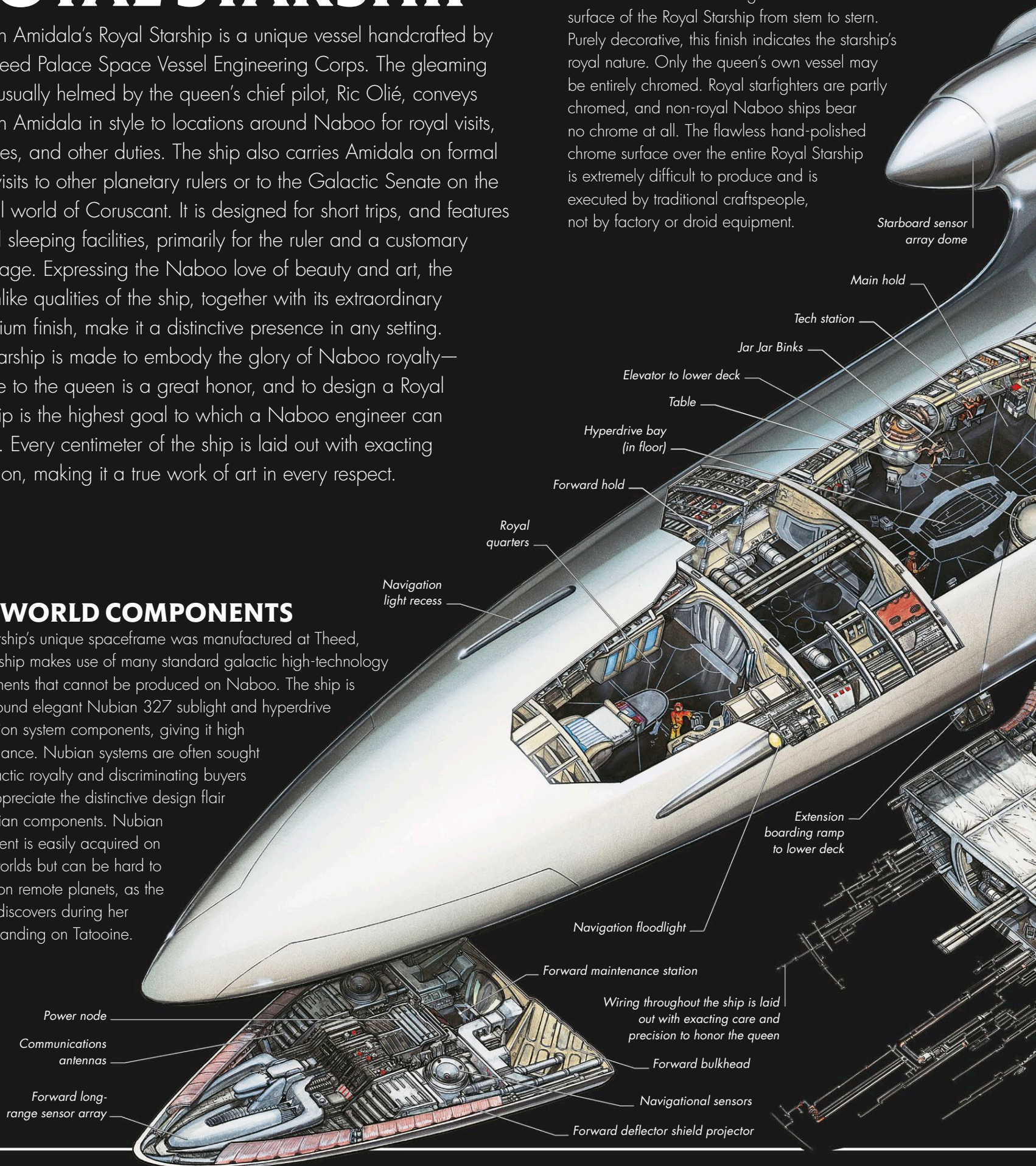
Queen Amidala's Royal Starship is a unique vessel handcrafted by the Theed Palace Space Vessel Engineering Corps. The gleaming craft, usually helmed by the queen's chief pilot, Ric Olié, conveys Queen Amidala in style to locations around Naboo for royal visits, parades, and other duties. The ship also carries Amidala on formal state visits to other planetary rulers or to the Galactic Senate on the capital world of Coruscant. It is designed for short trips, and features limited sleeping facilities, primarily for the ruler and a customary entourage. Expressing the Naboo love of beauty and art, the dreamlike qualities of the ship, together with its extraordinary chromium finish, make it a distinctive presence in any setting. The starship is made to embody the glory of Naboo royalty—service to the queen is a great honor, and to design a Royal Starship is the highest goal to which a Naboo engineer can aspire. Every centimeter of the ship is laid out with exacting precision, making it a true work of art in every respect.

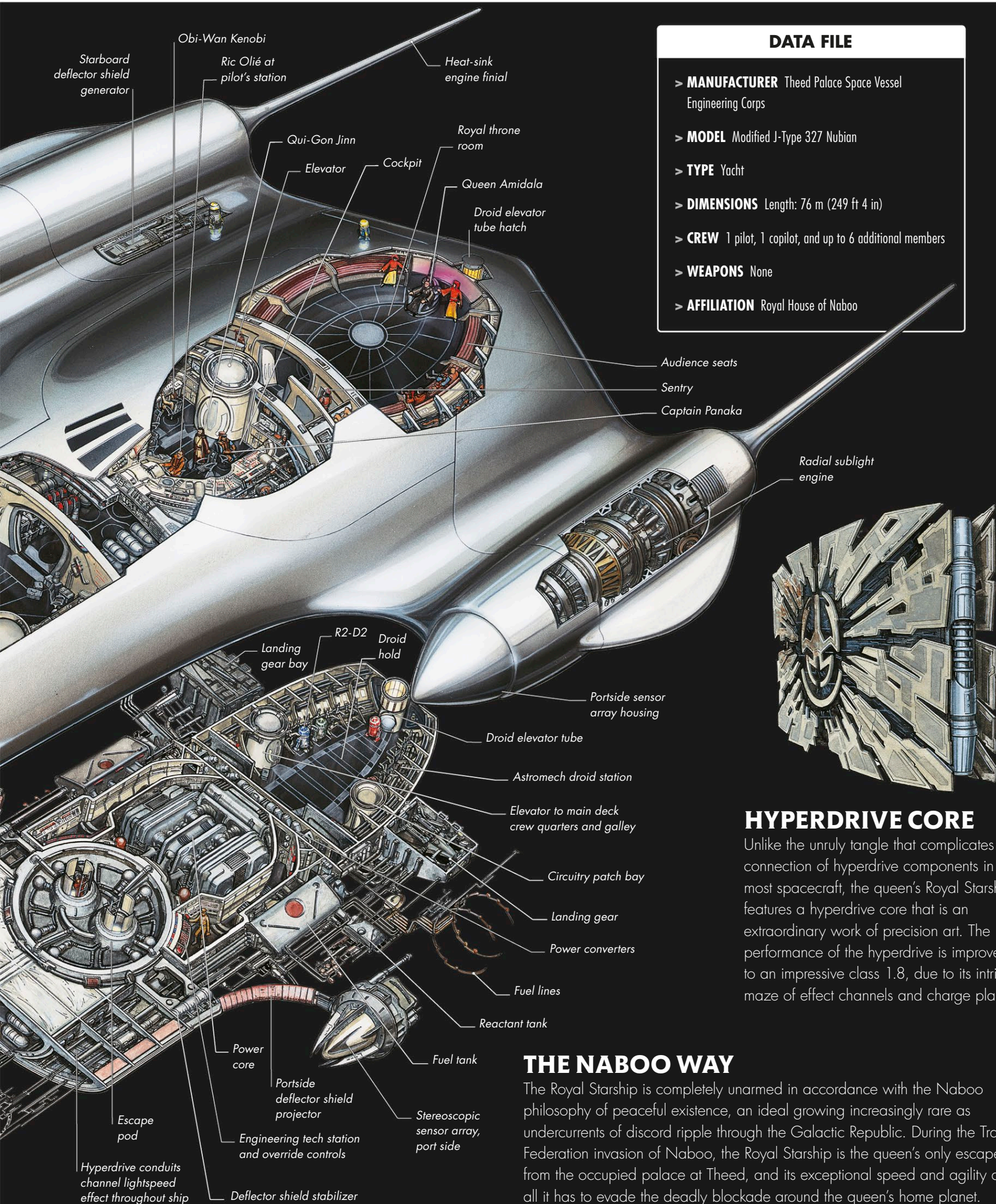
ROYAL CHROMIUM

A mirrored chromium finish gleams over the entire surface of the Royal Starship from stem to stern. Purely decorative, this finish indicates the starship's royal nature. Only the queen's own vessel may be entirely chromed. Royal starfighters are partly chromed, and non-royal Naboo ships bear no chrome at all. The flawless hand-polished chrome surface over the entire Royal Starship is extremely difficult to produce and is executed by traditional craftspeople, not by factory or droid equipment.

OFFWORLD COMPONENTS

The starship's unique spaceframe was manufactured at Theed, yet the ship makes use of many standard galactic high-technology components that cannot be produced on Naboo. The ship is built around elegant Nubian 327 sublight and hyperdrive propulsion system components, giving it high performance. Nubian systems are often sought by galactic royalty and discriminating buyers who appreciate the distinctive design flair of Nubian components. Nubian equipment is easily acquired on Core worlds but can be hard to obtain on remote planets, as the queen discovers during her forced landing on Tatooine.





DATA FILE

- > **MANUFACTURER** Theed Palace Space Vessel Engineering Corps
- > **MODEL** Modified J-Type 327 Nubian
- > **TYPE** Yacht
- > **DIMENSIONS** Length: 76 m (249 ft 4 in)
- > **CREW** 1 pilot, 1 copilot, and up to 6 additional members
- > **WEAPONS** None
- > **AFFILIATION** Royal House of Naboo

HYPERDRIVE CORE

Unlike the unruly tangle that complicates the connection of hyperdrive components in most spacecraft, the queen's Royal Starship features a hyperdrive core that is an extraordinary work of precision art. The performance of the hyperdrive is improved to an impressive class 1.8, due to its intricate maze of effect channels and charge planes.

THE NABOO WAY

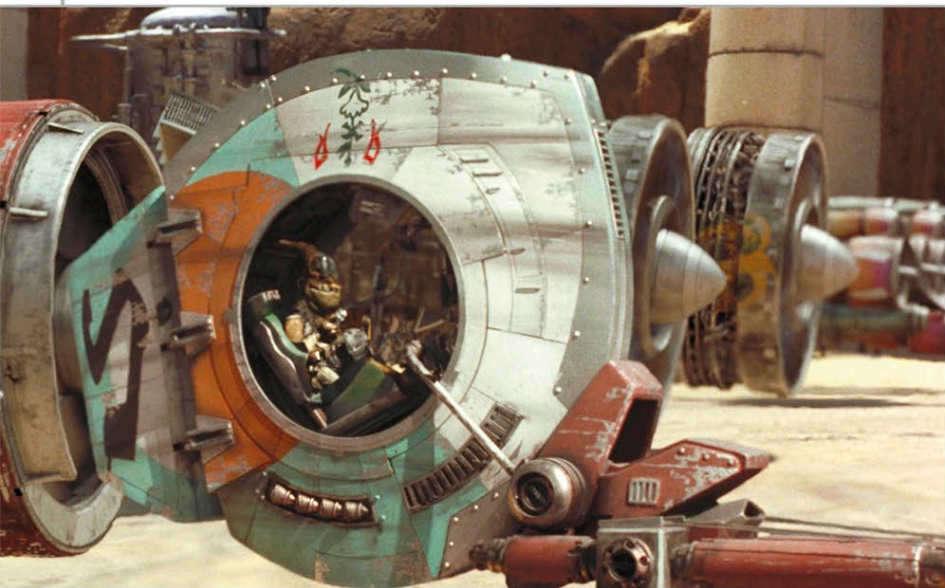
The Royal Starship is completely unarmed in accordance with the Naboo philosophy of peaceful existence, an ideal growing increasingly rare as undercurrents of discord ripple through the Galactic Republic. During the Trade Federation invasion of Naboo, the Royal Starship is the queen's only escape from the occupied palace at Theed, and its exceptional speed and agility are all it has to evade the deadly blockade around the queen's home planet.

PODRACERS

High-speed podracing harkens back to primitive eras and the mortal danger seen in racing spectacles. Normally pulled on flexible control cables by fearsomely powerful independent engines, a small open cockpit (the “pod”) carries a daring pilot at speeds that can exceed 800 kilometers (500 miles) per hour. Considered in its lightning-fast modern form too much for humans to manage, podracing is almost exclusively carried on by other species that sport more limbs, more durable bodies, a wider range of sensory organs, or other biological advantages.

THE STORY OF THE SPORT

Podracing has its origins in ancient contests of animal-drawn carts, of the kind still seen in extremely primitive systems far from the space lanes. Long ago, a daring mechanic named Phoebus recreated the old arrangement with repulsorlift pods and flaming jet engines for a whole new level of competition and risk. The famous first experimental race ensured podracing’s reputation as an incredibly dangerous and popular sport.



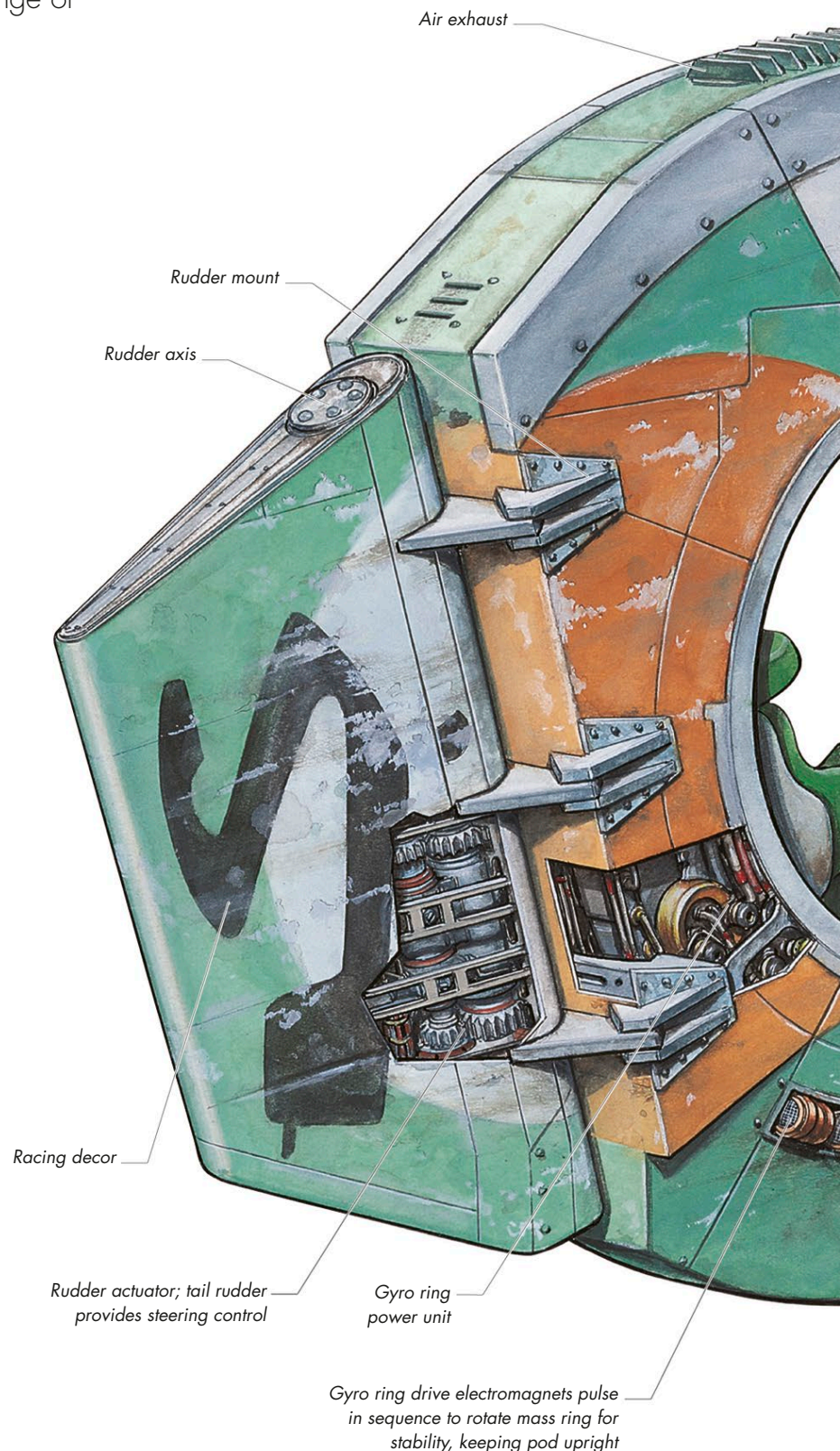
When podracers line up on the arena’s starting grid, some pilots deliberately position their vehicles so the heat from their engines will hamper the path or vision of the pilots behind them.

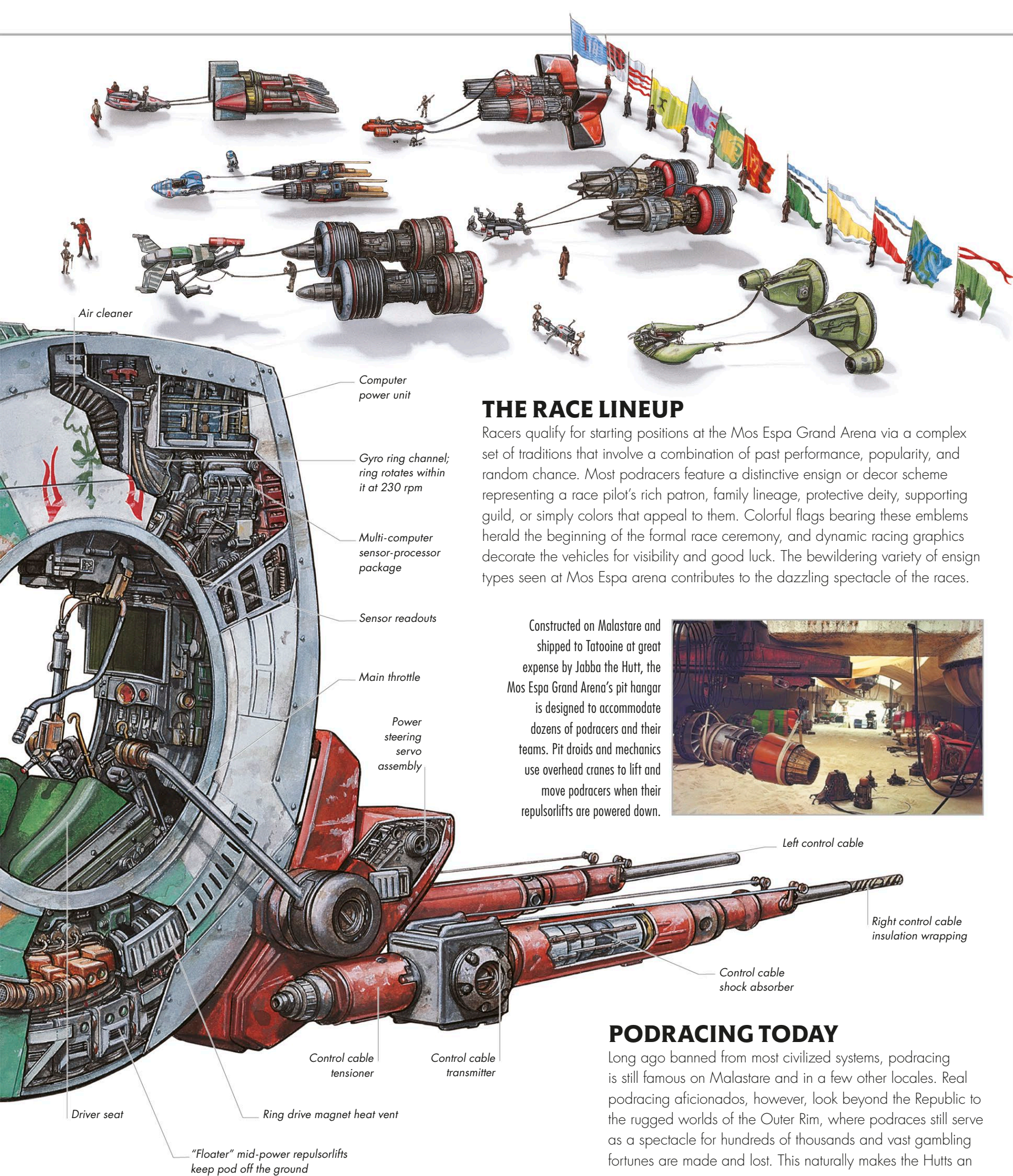
TEEMTO PAGALIES’ PODRACER

Teemto Pagalies’ podracer is a unique design incorporating certain standard features. Its unusual circular shape is designed around an internal metal cycling ring which acts as a gyroscopic stabilizer for the non-aerodynamic pod. Other components are standard: control line anchors, a brace of repulsors to float the podracer safely off the ground, a complex engine sensor and telemetry computer package, and a variety of control levers and switches suited to the particular body shape of the race pilot himself.

DATA FILE

- > **MANUFACTURER** Irdani Performance Group
- > **MODEL** IPG-X1131 LongTail
- > **TYPE** Podracer
- > **DIMENSIONS** Length: 10.67 m (35 ft)
- > **CREW** 1
- > **WEAPONS** None
- > **AFFILIATION** None





THE RACE LINEUP

Racers qualify for starting positions at the Mos Espa Grand Arena via a complex set of traditions that involve a combination of past performance, popularity, and random chance. Most podracers feature a distinctive ensign or decor scheme representing a race pilot's rich patron, family lineage, protective deity, supporting guild, or simply colors that appeal to them. Colorful flags bearing these emblems herald the beginning of the formal race ceremony, and dynamic racing graphics decorate the vehicles for visibility and good luck. The bewildering variety of ensign types seen at Mos Espa arena contributes to the dazzling spectacle of the races.

Constructed on Malastare and shipped to Tatooine at great expense by Jabba the Hutt, the Mos Espa Grand Arena's pit hangar is designed to accommodate dozens of podracers and their teams. Pit droids and mechanics use overhead cranes to lift and move podracers when their repulsorlifts are powered down.

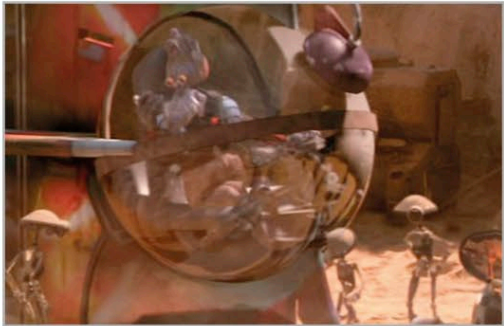


PODRACING TODAY

Long ago banned from most civilized systems, pod racing is still famous on Malastare and in a few other locales. Real pod racing aficionados, however, look beyond the Republic to the rugged worlds of the Outer Rim, where pod races still serve as a spectacle for hundreds of thousands and vast gambling fortunes are made and lost. This naturally makes the Hutts an accessory to most racing venues.

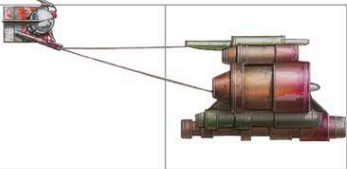
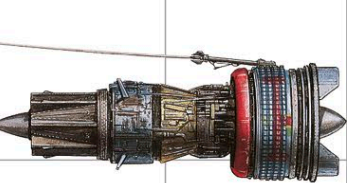
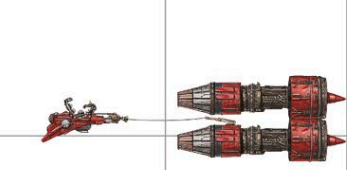
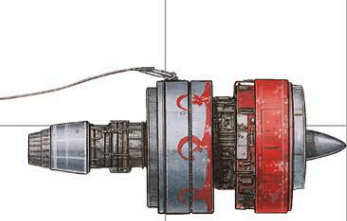
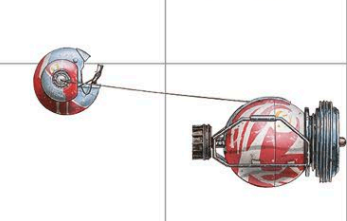
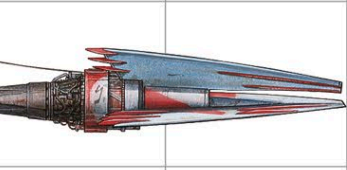
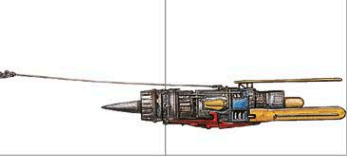
THE BOONTA EVE CLASSIC

Eighteen podracers, many of them well known, qualify for the great Boonta Eve Classic race in which nine-year-old Anakin Skywalker enters his customized Radon-Ulzer. Held at Mos Espa Grand Arena on Tatooine, it is the largest annual podrace in the galaxy. The Boonta's racecourse features terrifying drops and tortuous curves that pose deadly challenges even to veteran competitors. Notoriously fine-tuned machines, not all the podracers make it as far as the starting line—and several more never make it to the finish—for while mechanical breakdowns are not uncommon, the high-stakes Boonta is also menaced by discreet sabotage.



Ark "Bumpy" Roose is towed by twin-turbined Vokoff-Strood Plug-8G Cluster Array engines with a top speed of 775 kph (481 mph). The open-air channel in the center of each engine cluster provides excellent cooling.

Scale in meters
(5 m = 16½ ft)

ARK ROOSE	
RATTS TYERELL	
BEN QUADINAROS	
ODY MANDRELL	
ELAN MAK	
EBE ENDOCOTT	
ANAKIN SKYWALKER	



Named after a deadly predator from his homeworld, Ratts Tyerell's *Scatalpen* uses twin Vokoff-Strood Titan 2150 rocket engines to tow it to a top speed of 841 kph (522 mph).

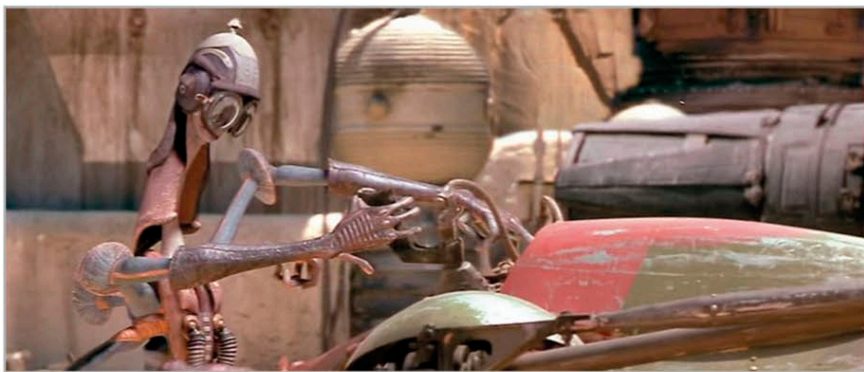


A Toong from the planet Tund, Ben Quadinaros is hoping to turn around a streak of bad luck. Although his rented Balta-Trabaat BT310 podracer can reach 940 kph (584 mph), its power couplings fail just as the race starts.

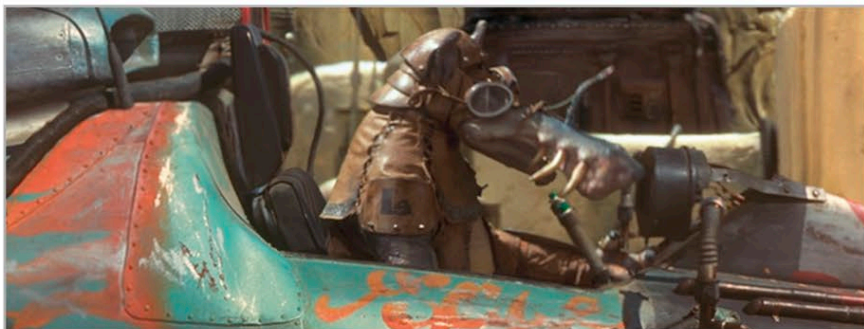
A pair of modified Radon-Ulzer 620C racing engines tows the podracer built by Tatooine native Anakin Skywalker. Although Anakin is strong for a boy his size, he has adjusted his podracer's controls to compensate for his comparatively limited strength.



Scale in meters
(5 m = 16½ ft)



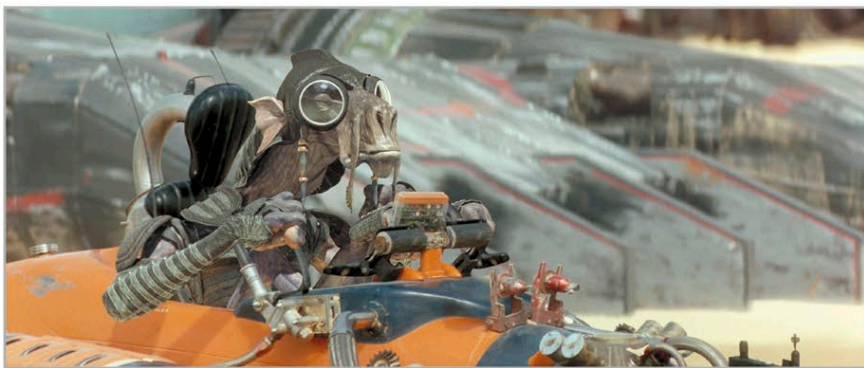
A six-armed Xexto, Gasgano built his pod racer from scratch. Named the Ord Pedrovia, his pod has customized anti-turbulence vanes and thrust stabilizer cones on the engines, which propel the craft at speeds of up to 820 kph (506 mph).



Dud Bolt pilots a Vulptereen 327 that was manufactured on his homeworld, the planet Vulpter. The Vulptereen 327 is very sturdy, has great traction, and can achieve a top speed of 760 kph (472 mph).



A Veknoid from Moonus Mandel, Teemto Pagalies pilots an IPG-X1131 LongTail manufactured by Irdani Performance Group. The LongTail has a maximum speed of 775 kph (481 mph), and offers excellent traction on the twisting race course.



An arboreal Dug, Sebulba is the favorite to win the Boonta Eve Classic, and he is determined to use every dirty trick he knows to make his fans happy. The primary controls for his Plug-F Mammoth are designed so he can operate them with his dexterous feet.

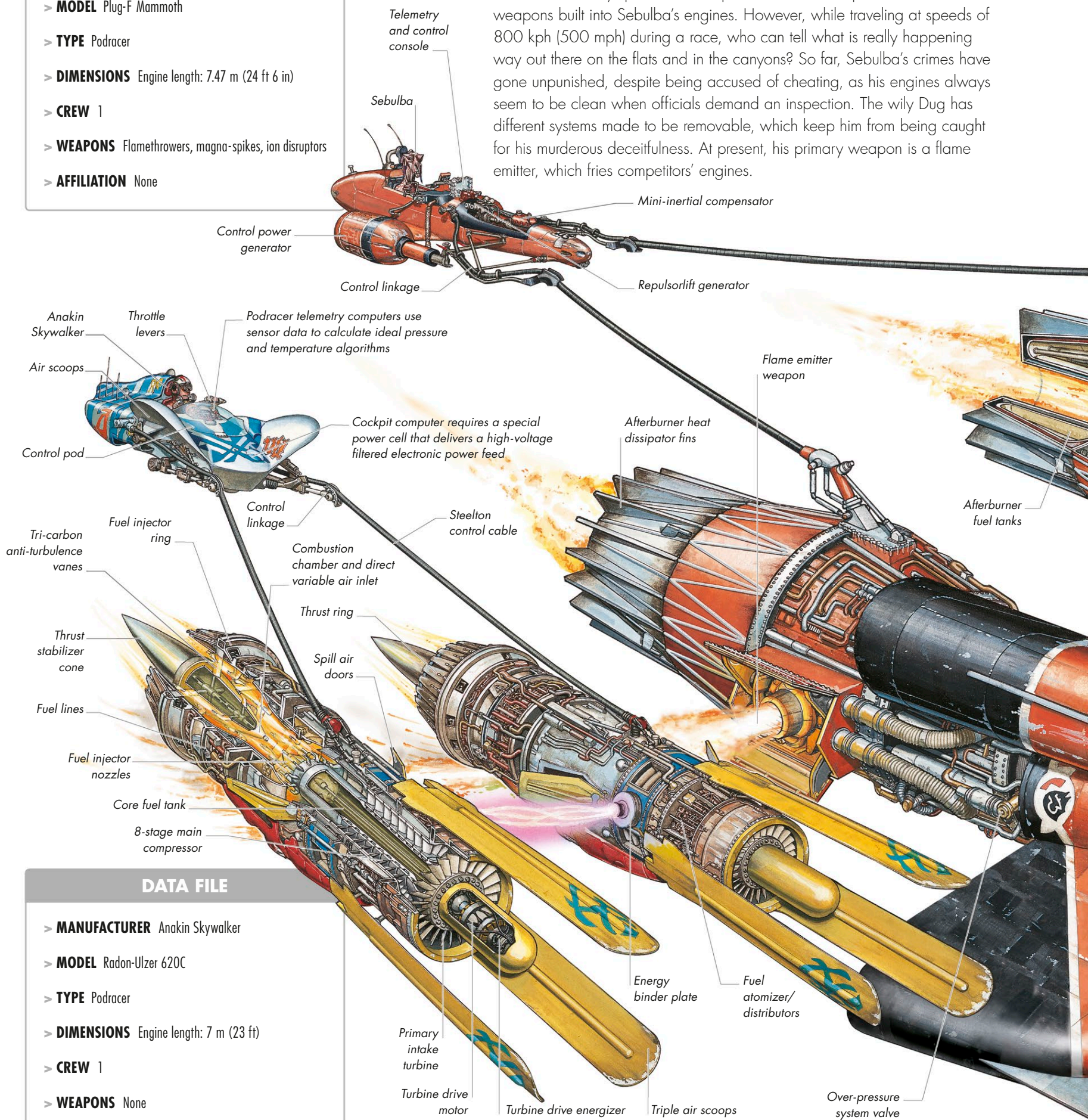
	GASGANO	
	DUD BOLT	
	WAN SANDAGE	
	CLEGG HOLDFAST	
	NEVA KEE	
	BOLES ROOR	
	MAWHONIC	
	MARS GUO	
	ALDAR BEEDO	
	TEEMTO PAGALIES	
	SEBULBA	

DATA FILE

- > **MANUFACTURER** Collor Pondrat
- > **MODEL** Plug-F Mammoth
- > **TYPE** Podracer
- > **DIMENSIONS** Engine length: 7.47 m (24 ft 6 in)
- > **CREW** 1
- > **WEAPONS** Flamethrowers, magna-spikes, ion disruptors
- > **AFFILIATION** None

WINNING, SEBULBA STYLE

Sebulba is maniacally driven to win, and his determination goes further than exceeding race rules on his engine parameters and threatening race officials who ask too many questions. Whispered rumors in the pits describe weapons built into Sebulba's engines. However, while traveling at speeds of 800 kph (500 mph) during a race, who can tell what is really happening way out there on the flats and in the canyons? So far, Sebulba's crimes have gone unpunished, despite being accused of cheating, as his engines always seem to be clean when officials demand an inspection. The wily Dug has different systems made to be removable, which keep him from being caught for his murderous deceitfulness. At present, his primary weapon is a flame emitter, which fries competitors' engines.



DATA FILE

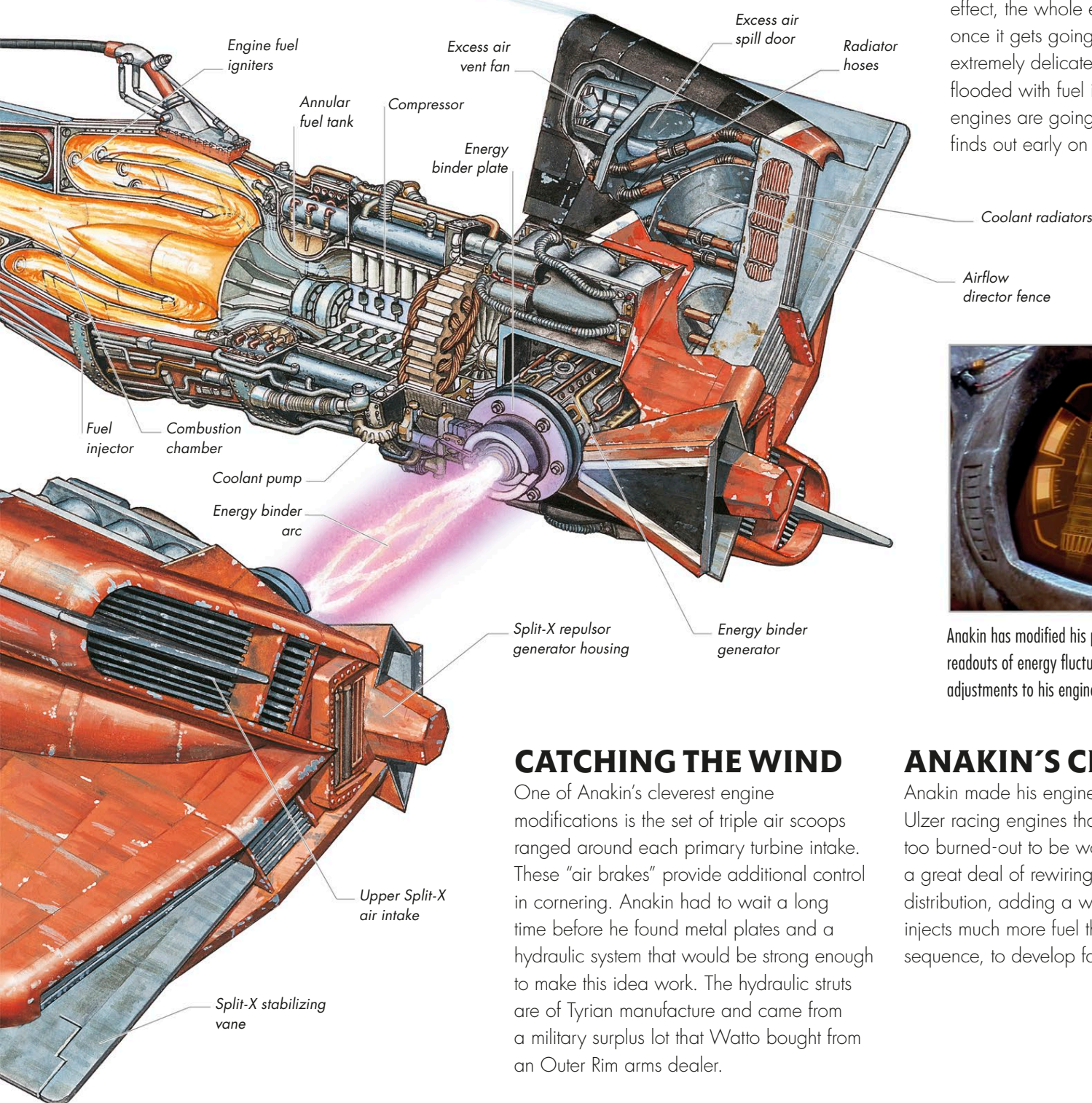
- > **MANUFACTURER** Anakin Skywalker
- > **MODEL** Radon-Ulzer 620C
- > **TYPE** Podracer
- > **DIMENSIONS** Engine length: 7 m (23 ft)
- > **CREW** 1
- > **WEAPONS** None
- > **AFFILIATION** None

PODRACING RIVALS

The great Boonta Eve Classic Race on Tatooine is a legend among podracers. It is here that racers congregate from widespread star systems to match their skills and their engines against the best, in a setting largely unrefined by civilized society or its rules. On display are the most determined racers, the most extreme power ratios, the most exciting experimental engines that would be illegal elsewhere, and the most underhanded tactics to be found in the sport. And it is on this stage that a nine-year-old boy named Anakin Skywalker faces the highest possible stakes with a podracer he built himself.

SIZE AND PERFORMANCE

Most podracers go for greater power through greater size, exploiting loopholes in the racing rules to enter larger and more powerful engines with tacked-on subsystems to increase their performance. Anakin's engines are remarkable in that he has derived incredible performance from engines smaller than everything else currently used. It all comes from his radical fuel atomizer and distribution system, with multiple igniters throughout the system to get maximum burn from every ounce of fuel. In effect, the whole engine is an afterburner once it gets going, but the system works on extremely delicate balances and can be flooded with fuel if pushed before the engines are going full bore, as Anakin finds out early on in the race.



Anakin has modified his podracer's computer to give detailed readouts of energy fluctuations, allowing him to make swift adjustments to his engines.

CATCHING THE WIND

One of Anakin's cleverest engine modifications is the set of triple air scoops ranged around each primary turbine intake. These "air brakes" provide additional control in cornering. Anakin had to wait a long time before he found metal plates and a hydraulic system that would be strong enough to make this idea work. The hydraulic struts are of Tyrian manufacture and came from a military surplus lot that Watto bought from an Outer Rim arms dealer.

ANAKIN'S CREATION

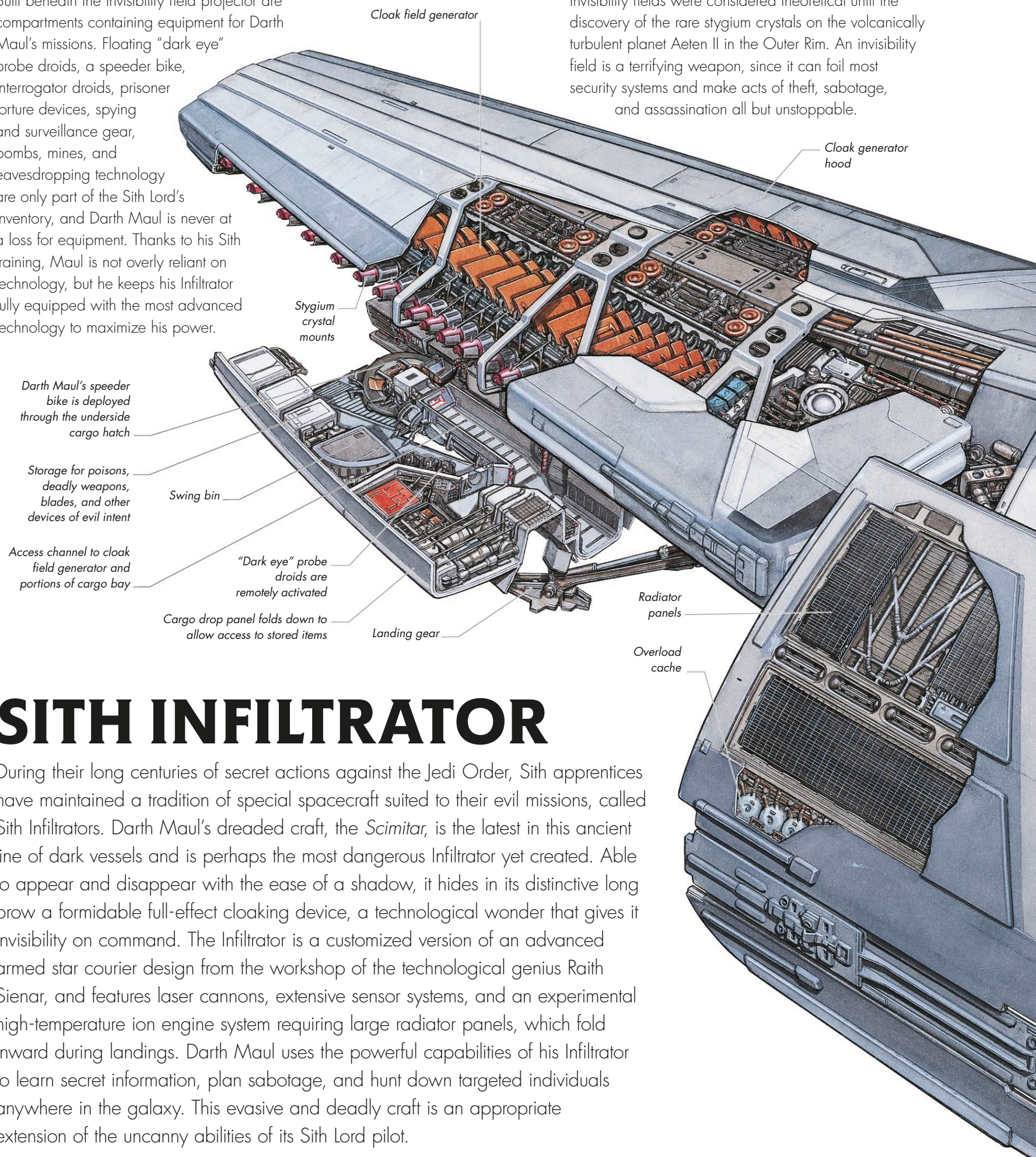
Anakin made his engines from salvaged Radon-Ulzer racing engines that Watto regarded as too burned-out to be worth keeping. Anakin did a great deal of rewiring and rerouted the fuel distribution, adding a whole new subsystem that injects much more fuel throughout the combustion sequence, to develop far greater thrust.

TOOLS OF EVIL

Built beneath the invisibility field projector are compartments containing equipment for Darth Maul's missions. Floating "dark eye" probe droids, a speeder bike, interrogator droids, prisoner torture devices, spying and surveillance gear, bombs, mines, and eavesdropping technology are only part of the Sith Lord's inventory, and Darth Maul is never at a loss for equipment. Thanks to his Sith training, Maul is not overly reliant on technology, but he keeps his Infiltrator fully equipped with the most advanced technology to maximize his power.

THE INVISIBLE ENEMY

Invisibility fields were considered theoretical until the discovery of the rare stygium crystals on the volcanically turbulent planet Aeten II in the Outer Rim. An invisibility field is a terrifying weapon, since it can foil most security systems and make acts of theft, sabotage, and assassination all but unstoppable.



SITH INFILTRATOR

During their long centuries of secret actions against the Jedi Order, Sith apprentices have maintained a tradition of special spacecraft suited to their evil missions, called Sith Infiltrators. Darth Maul's dreaded craft, the *Scimitar*, is the latest in this ancient line of dark vessels and is perhaps the most dangerous Infiltrator yet created. Able to appear and disappear with the ease of a shadow, it hides in its distinctive long prow a formidable full-effect cloaking device, a technological wonder that gives it invisibility on command. The Infiltrator is a customized version of an advanced armed star courier design from the workshop of the technological genius Raith Sienar, and features laser cannons, extensive sensor systems, and an experimental high-temperature ion engine system requiring large radiator panels, which fold inward during landings. Darth Maul uses the powerful capabilities of his Infiltrator to learn secret information, plan sabotage, and hunt down targeted individuals anywhere in the galaxy. This evasive and deadly craft is an appropriate extension of the uncanny abilities of its Sith Lord pilot.

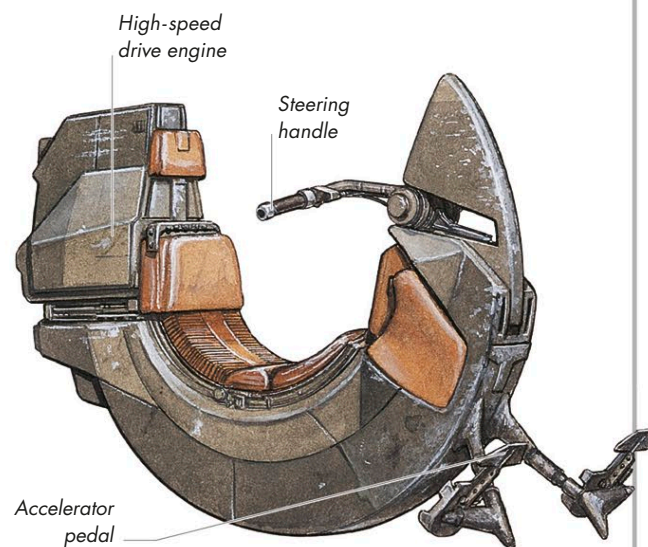
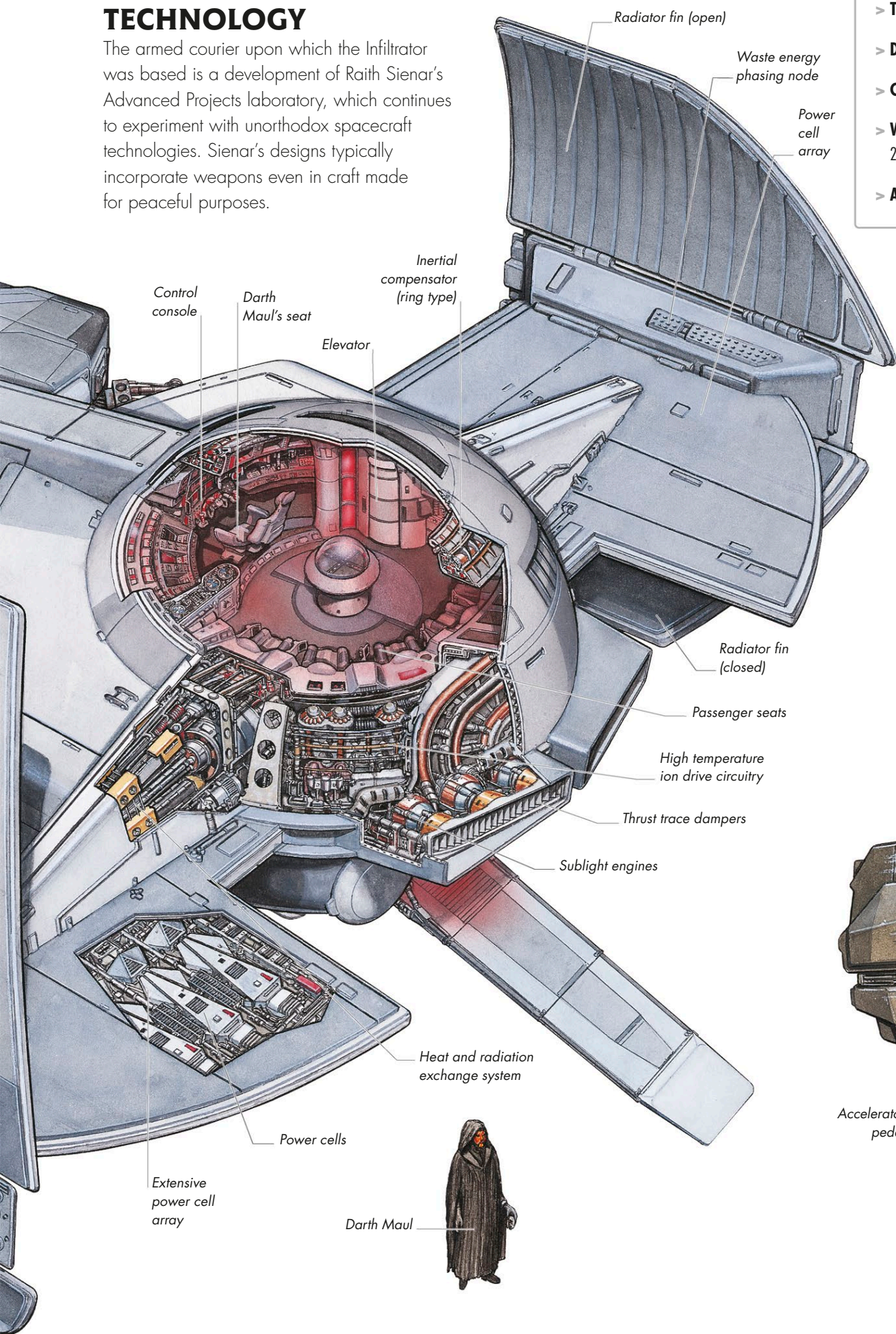
UNORTHODOX TECHNOLOGY

The armed courier upon which the Infiltrator was based is a development of Raith Sienar's Advanced Projects laboratory, which continues to experiment with unorthodox spacecraft technologies. Sienar's designs typically incorporate weapons even in craft made for peaceful purposes.

- > **MANUFACTURER** Republic Sienar Systems
- > **MODEL** Modified Star Courier
- > **TYPE** Shuttle
- > **DIMENSIONS** Length: 26.5 m (86 ft 11 in)
- > **CREW** 1 (plus up to 6 passengers)
- > **WEAPONS** 6 low-profile laser cannons (4 original, 2 added), 1 proton torpedo launcher
- > **AFFILIATION** Sith

SIENAR: LEGACY AND DESTINY

It is sometimes darkly hinted that Raith Sienar is poised to design the deadly spacecraft of a new space navy that would enforce the law of a new order in the galaxy. In fact, Raith Sienar's operations will eventually become Sienar Fleet Systems, famous and feared throughout the galaxy in the days of the Empire. Sienar's Advanced Projects laboratory will one day create a distinctive TIE fighter reminiscent of the Infiltrator, which will be used by one of Maul's successors, Darth Vader.

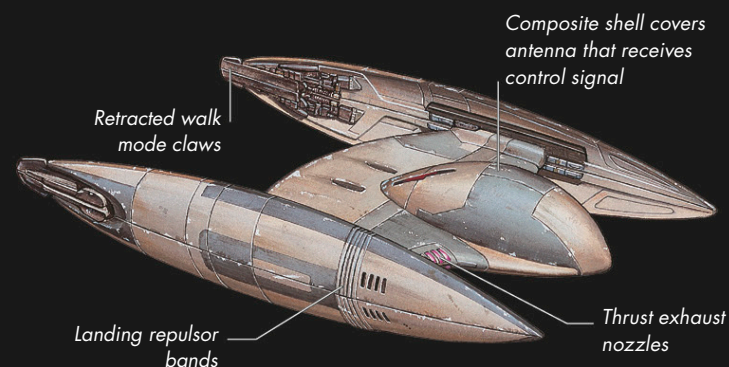


SPEEDER BIKE

Unarmed, this speeder's only special equipment is a high-acceleration engine enabling the bike to reach amazing speeds and cut tight corners. The open design gives excellent visibility.

VULTURE DROID

The starfighters deployed from the Trade Federation battleships are themselves droids, not piloted by any living being. Descending upon enemies in tremendous swarms, vulture droids dart through space in maddening fury, elusive targets and deadly opponents for living defenders. They are controlled by a continuously modulated signal from the central Droid Control Ship computer, which tracks every single fighter just as it pulses through the processor of every single battle droid. The signal receiver and onboard computer brain is in the "head" of the fighter and twin sensor pits serve as "eyes."

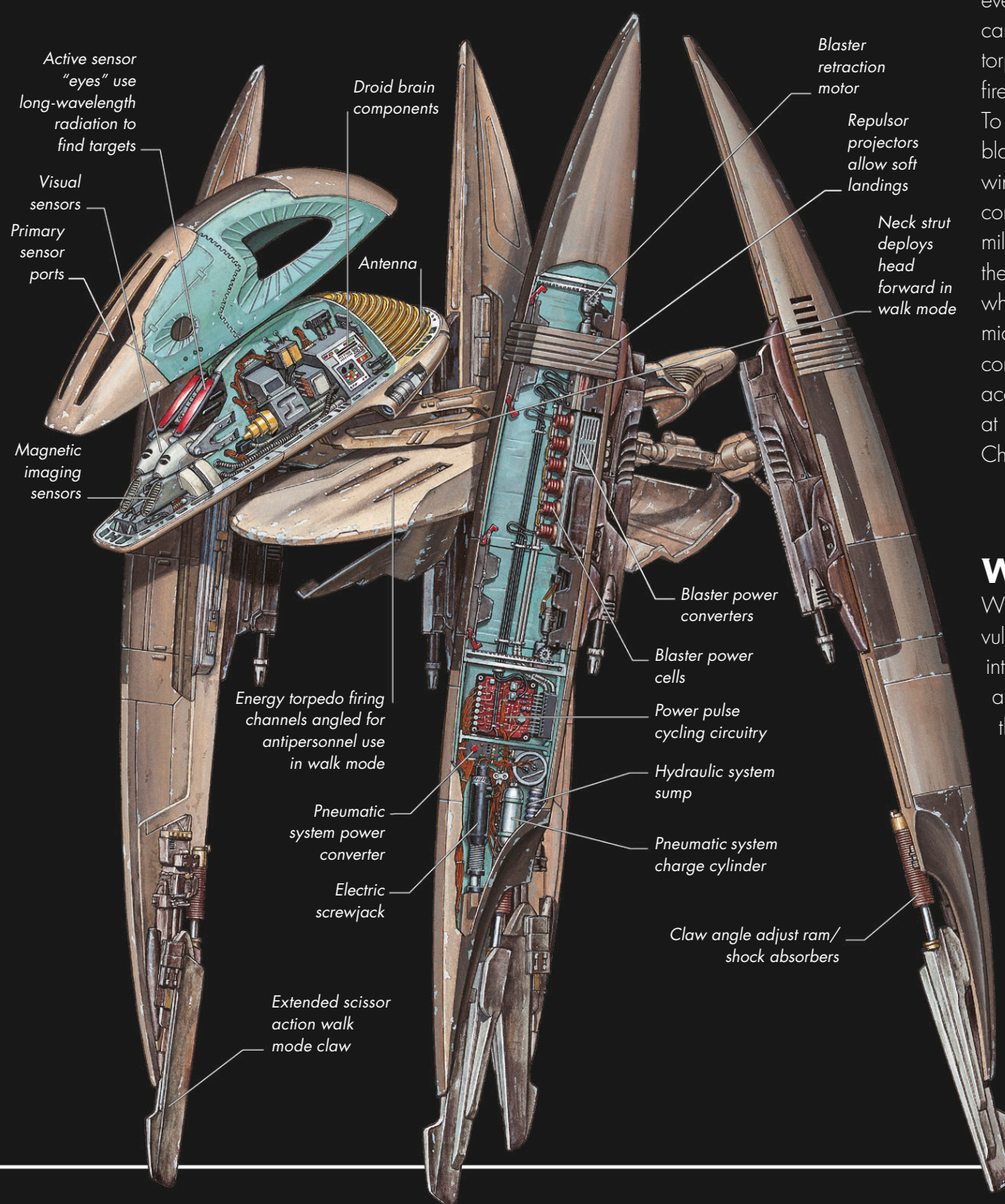


ATTACK AND FLIGHT MODES

The vulture droid is one of the most sophisticated automated starfighters ever built, carrying two twin blaster cannons as well as two energy torpedo launchers, which gives it firepower far beyond its size class. To both protect and conceal its deadly blasters, the vulture droid retracts its wings in flight mode (above). In this configuration, the droid can hide its military nature, enabling it to ambush the unwary. Covering the weapons when not in use also shields them from microparticles and atmospheric corrosion. This can improve their accuracy by a tiny degree, an effort at high precision typical of the Haor Chall Engineering company.

WALKING FIGHTERS

When they land on enemy territory, vulture droids reconfigure themselves into walk-patrol mode, using antigravity repulsors to drop safely to the ground. Vulture droids can thus serve as guards to territory they have blasted into submission. In walk-patrol mode they can launch into the air to pursue fleeing ships as easily as they can gun down resisting populations of "future customers." Unsettling, ungainly, and towering, they evoke terror as well as carrying firepower. A vulture droid in walk-patrol mode presents an eerie spectacle: a mindless killing machine directed by a far-off intelligence.



DATA FILE

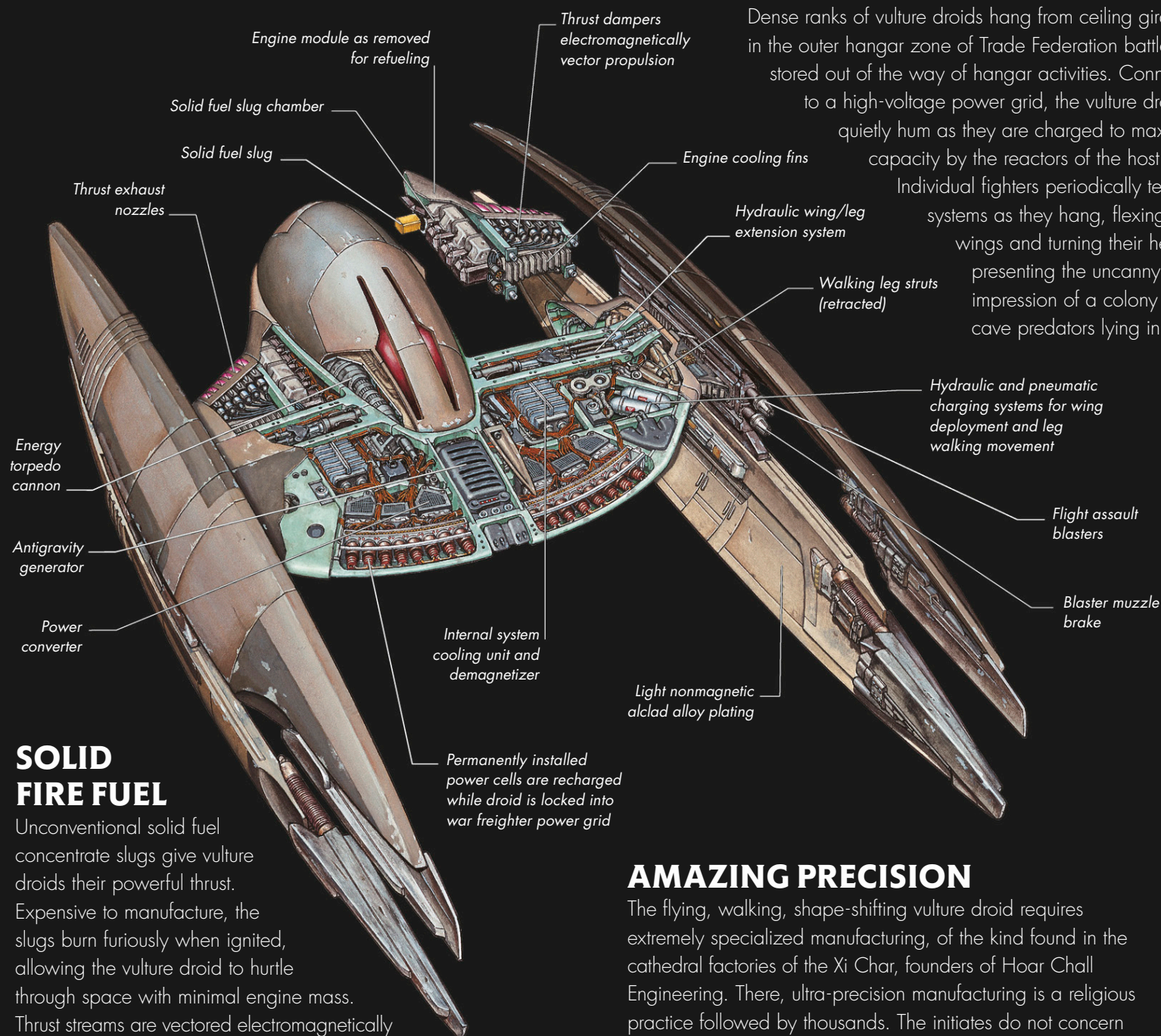
- > **MANUFACTURER** Hoar Chall Engineering
- > **MODEL** Vulture-class
- > **TYPE** Droid starfighter
- > **DIMENSIONS** Length (wing tip to wing tip): 3.5 m (11 ft 6 in)
- > **CREW** Automated droid brain controlled by remote signal
- > **WEAPONS** 2 twin blaster cannons, 2 energy torpedo launchers
- > **AFFILIATION** Trade Federation, Separatists



Weaving across space in tight, rapid formations, vulture droids have a deadly advantage over living opponents.

VULTURE DROID COLONY STORAGE

Dense ranks of vulture droids hang from ceiling girders in the outer hangar zone of Trade Federation battleships, stored out of the way of hangar activities. Connected to a high-voltage power grid, the vulture droids quietly hum as they are charged to maximum capacity by the reactors of the host battleship. Individual fighters periodically test their systems as they hang, flexing their wings and turning their heads, presenting the uncanny impression of a colony of flying cave predators lying in wait.



SOLID FIRE FUEL

Unconventional solid fuel concentrate slugs give vulture droids their powerful thrust. Expensive to manufacture, the slugs burn furiously when ignited, allowing the vulture droid to hurtle through space with minimal engine mass. Thrust streams are vectored electromagnetically for steering. The solid fuel system limits the droids' fighting time, but the numerous droids are easily recycled back into their racks for recharge and refueling when spent.

AMAZING PRECISION

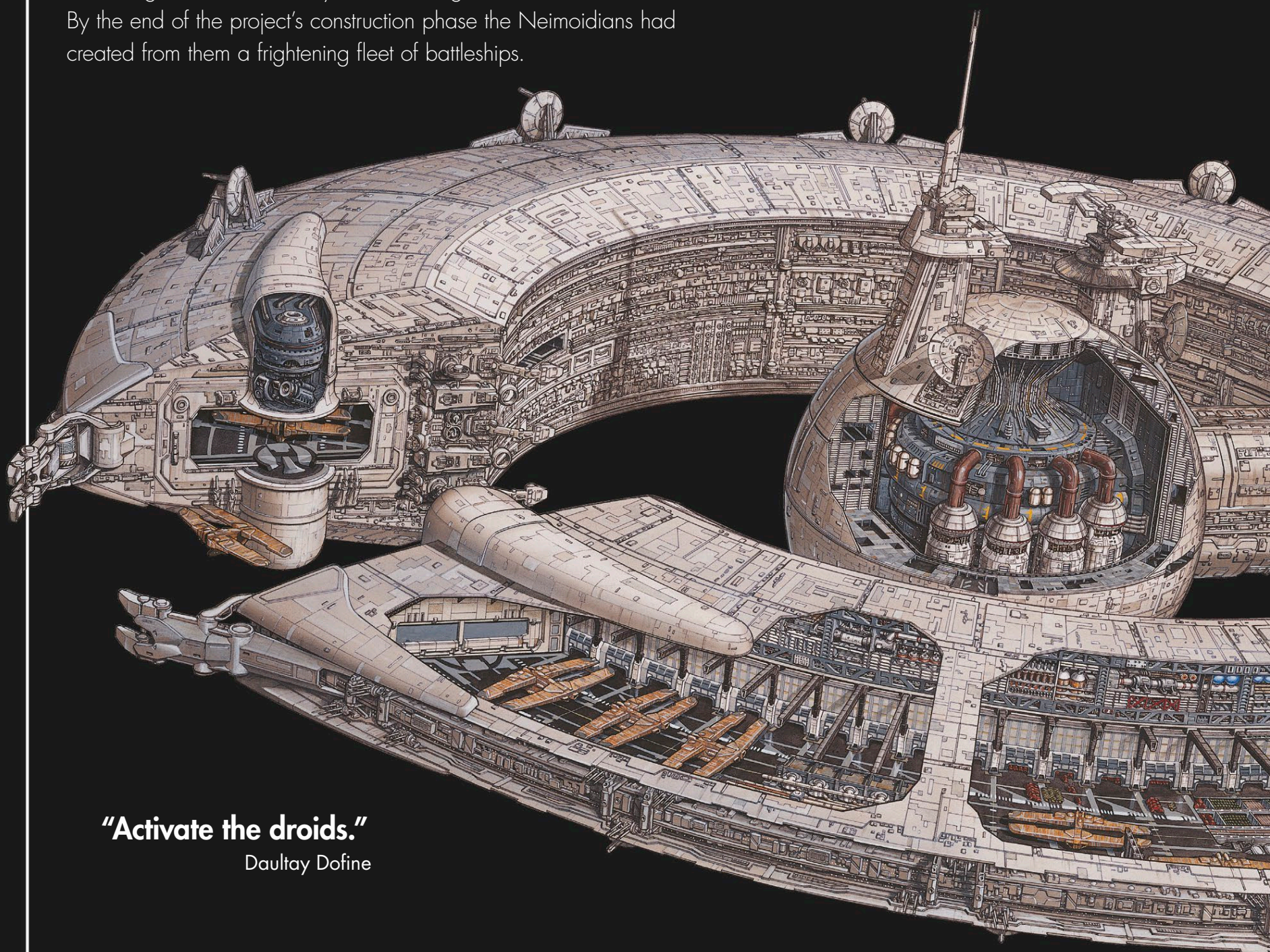
The flying, walking, shape-shifting vulture droid requires extremely specialized manufacturing, of the kind found in the cathedral factories of the Xi Char, founders of Hoar Chall Engineering. There, ultra-precision manufacturing is a religious practice followed by thousands. The initiates do not concern themselves with the ultimate use of their deadly creations, making the Xi Char ideal pawns of the Trade Federation's dark purposes.

DROID CONTROL SHIP

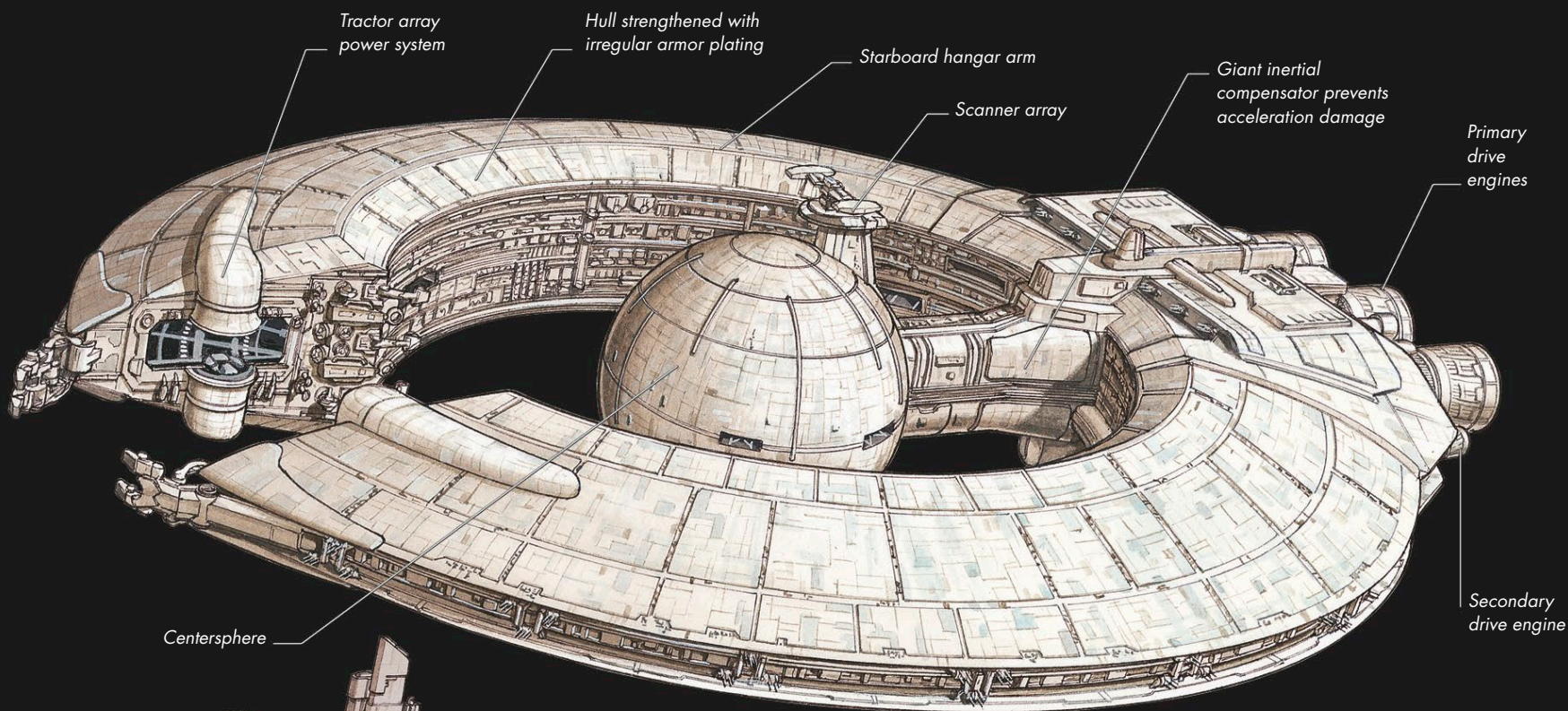
From the very first stages, the Trade Federation armaments committee planned to make use of their commercial fleet of giant *Lucrehulk*-class LH-3210 cargo ships to transport weapons of war. Familiar to millions of officials and civilian personnel, the characteristic Trade Federation cargo ships had been built over many years, plying cargo among the far-flung stars of the galaxy as part of their extensive market. These seemingly harmless and slow-moving container ships would now hide, deep within their hangars, the secret army built to change the rules of commerce. By the end of the project's construction phase the Neimoidians had created from them a frightening fleet of battleships.

DATA FILE

- > **MANUFACTURER** Hoersch-Kessel Drive, Inc.
- > **MODEL** *Lucrehulk*-class LH-3210
- > **TYPE** Battleship
- > **DIMENSIONS** Diameter: 3,170 m (10,400 ft)
- > **CREW** 60 supervisors, 3,000 droid crew, 200,000 maintenance droids
- > **WEAPONS** 42 quad laser emplacements
- > **AFFILIATION** Trade Federation



"Activate the droids."
Daultay Dofine



MODIFIED TRADE FEDERATION FREIGHTER

THE DROID CONTROL SHIP

The single critically important vessel among the Trade Federation fleet of battleships is the *Vuutun Palaa*. Custom-fitted with massive transmitters, receiver antennas, monitor sensors, and numerous additional reactors and power substations to run them, this Droid Control Ship contains tremendous computer banks and the

Control Brain Network, which transmits the signals vital to the functioning of every battle droid in the Trade Federation army. The *Vuutun Palaa* broadcasts the control signals that direct each droid's actions, making up for the very limited onboard logic systems of the minimalist droids. Without this constant signal and its stabilizing carrier wave, the battle droids would be useless "terminals," incapable of independent action or self-control.

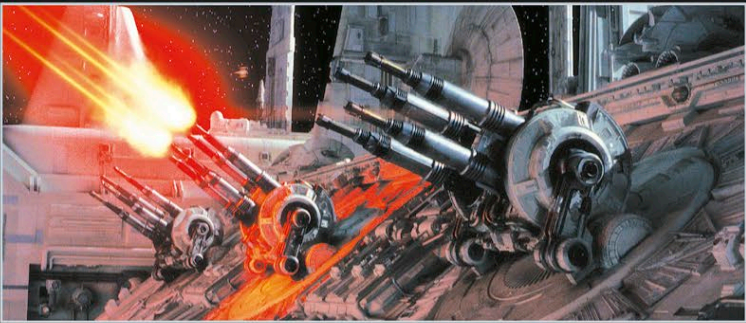
The *Vuutun Palaa* can hold up to 1,500 vulture droids. These automated starfighters can quickly overwhelm enemy troops.



DROID CONTROL SHIP (CONT.)

WAR CONVERSIONS

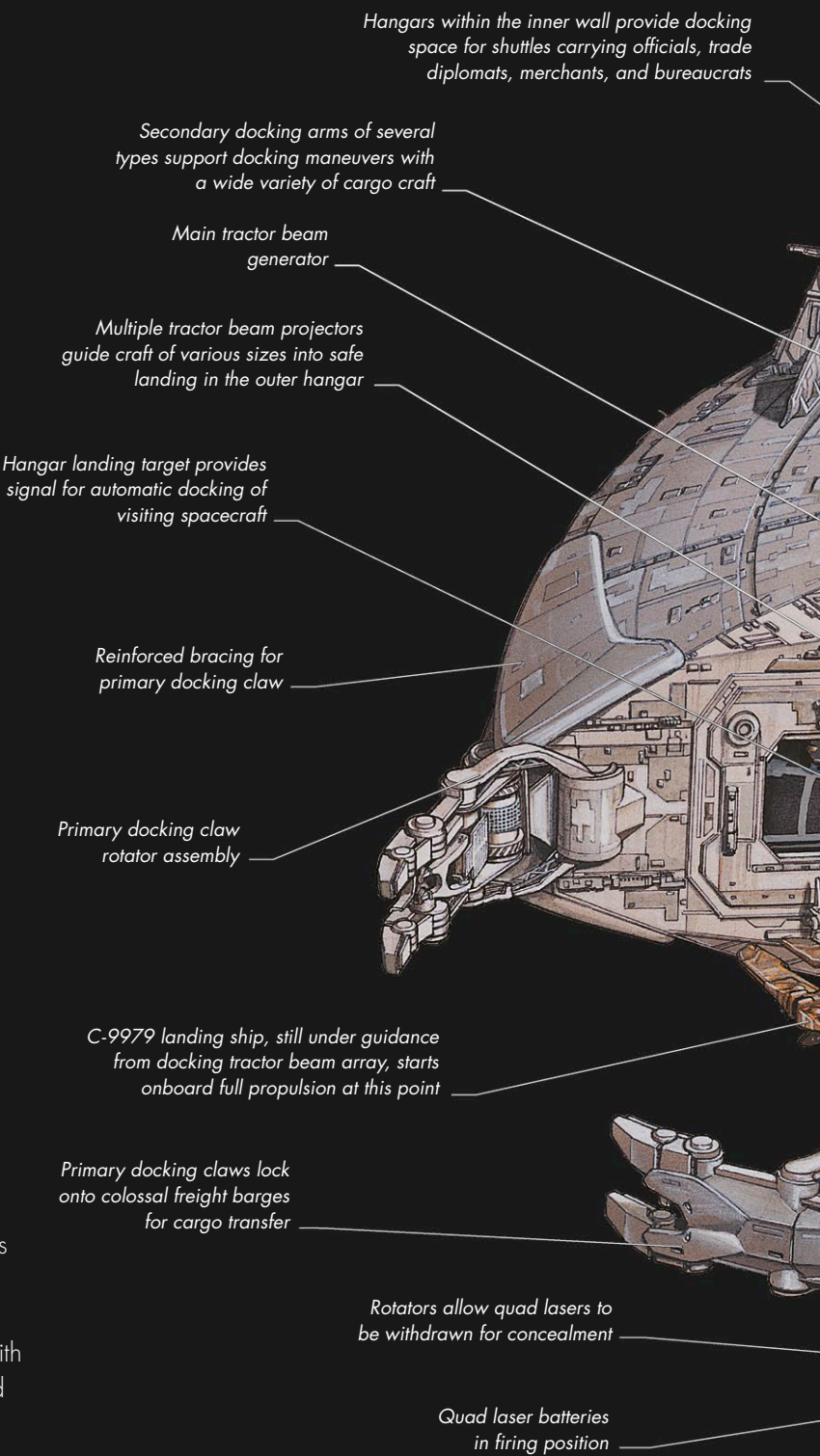
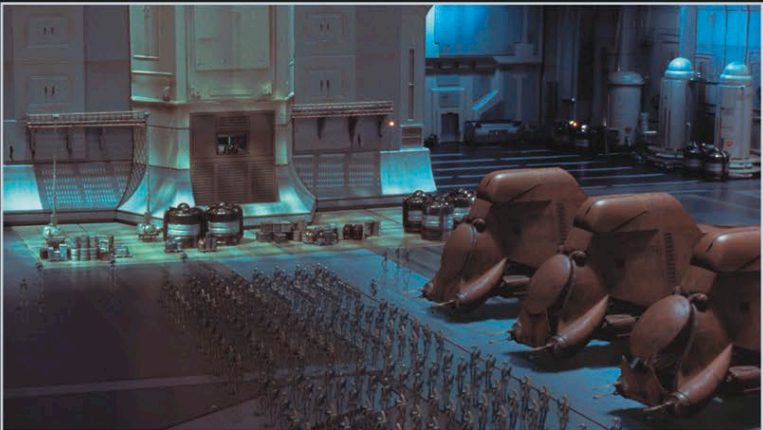
The converted battleships bear unusual equipment for cargo freighters, including powerful quad laser batteries designed to destroy opposition fighters launched against the secret army transports. These batteries are built to rotate inward while not in use, concealing their true nature until the Neimoidians wish to unlock their military intentions to unsuspecting "future customers." While the cargo hangars and their ceiling racks in the inner hangar zones proved sufficient for the carriage of the secret army ground forces, additional large electrified racks were installed in the outermost hangar zones to quarter the dangerous colonies of droid starfighters, which draw power from the racks until launch.



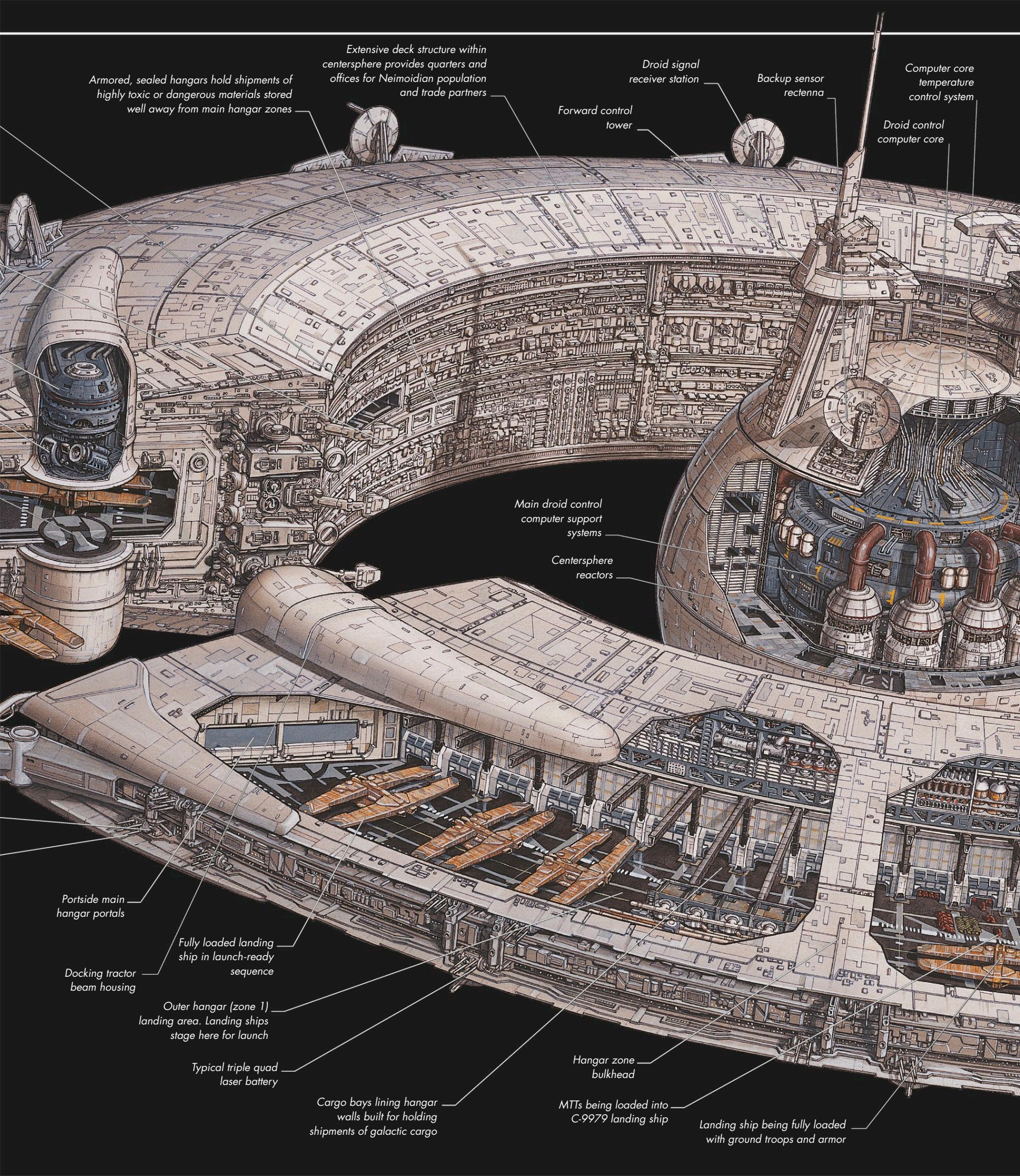
Each Control Ship has 42 quad turbolaser emplacements. As sensors track enemy vessels, the Control Ship's computers automatically adjust the turrets to fire at the most strategic targets.

CIVILIAN COMPROMISES

While the Trade Federation cargo fleet was ideal for hiding the existence of the secret army and carrying it unobtrusively to points of deployment, the commercial origins of the battleships leave them with shortcomings as "battleships." Fitted with numerous guns around the equatorial bands, the battleships carry considerable firepower with very limited coverage and so large areas of the ship are undefended by emplaced artillery. The onboard swarms of droid starfighters are thus essential for defense of the battleships from fighter attack.



At maximum capacity, the Control Ship can transport 50 C-9979s, 550 MTTs, 6,250 AATs, and more than 329,000 battle droids.



Armored, sealed hangars hold shipments of highly toxic or dangerous materials stored well away from main hangar zones

Extensive deck structure within centersphere provides quarters and offices for Neimoidian population and trade partners

Droid signal receiver station

Backup sensor rectenna

Computer core temperature control system

Droid control computer core

Forward control tower

Main droid control computer support systems

Centersphere reactors

Portside main hangar portals

Fully loaded landing ship in launch-ready sequence

Docking tractor beam housing

Outer hangar (zone 1) landing area. Landing ships stage here for launch

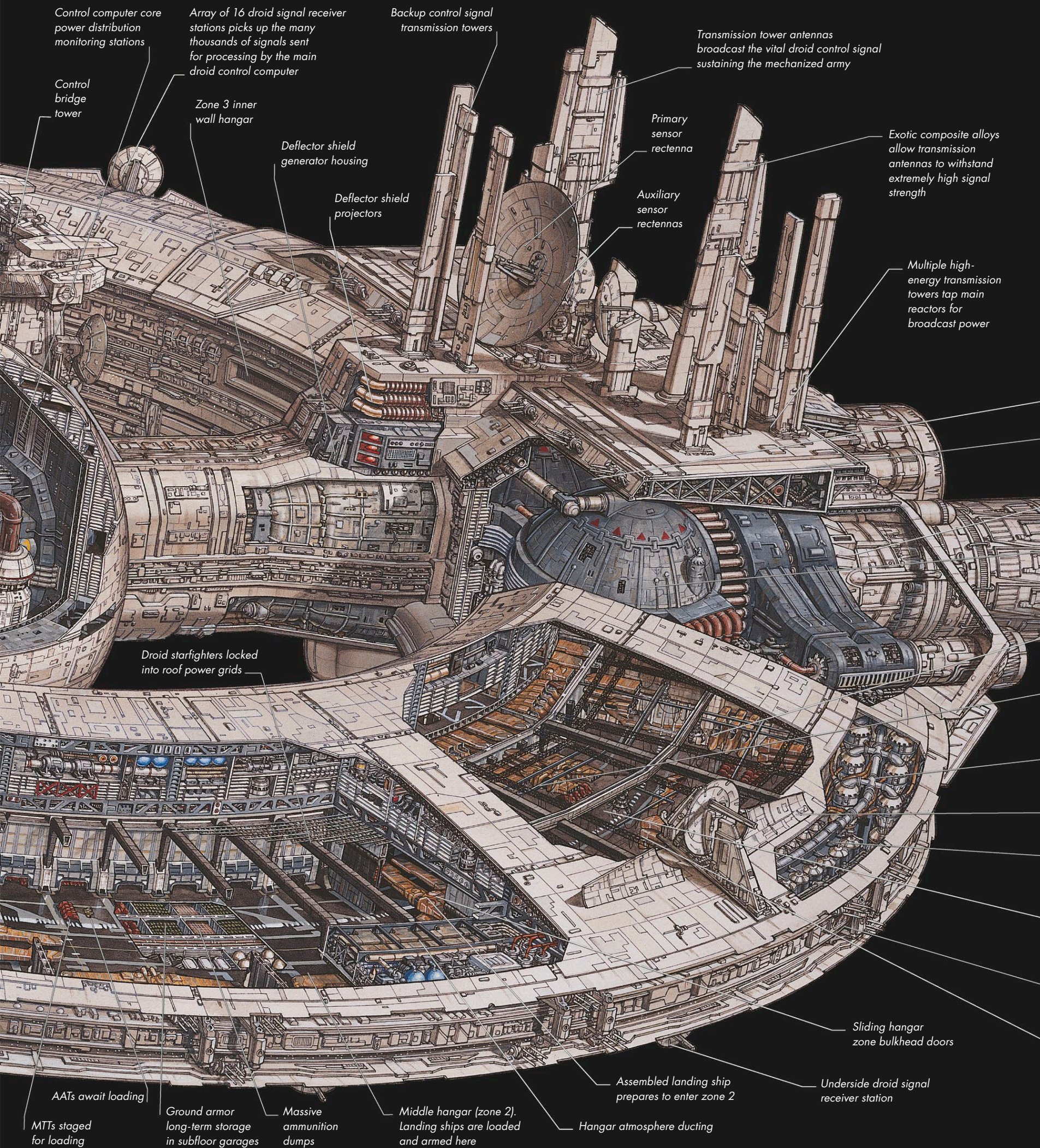
Typical triple quad laser battery

Cargo bays lining hangar walls built for holding shipments of galactic cargo

Hangar zone bulkhead

MTTs being loaded into C-9979 landing ship

Landing ship being fully loaded with ground troops and armor



Control computer core
power distribution
monitoring stations

Array of 16 droid signal receiver
stations picks up the many
thousands of signals sent
for processing by the main
droid control computer

Backup control signal
transmission towers

Transmission tower antennas
broadcast the vital droid control signal
sustaining the mechanized army

Control
bridge
tower

Zone 3 inner
wall hangar

Deflector shield
generator housing

Deflector shield
projectors

Primary
sensor
rectenna

Auxiliary
sensor
rectennas

Exotic composite alloys
allow transmission
antennas to withstand
extremely high signal
strength

Multiple high-
energy transmission
towers tap main
reactors for
broadcast power

Droid starfighters locked
into roof power grids

Sliding hangar
zone bulkhead doors

Underside droid signal
receiver station

Assembled landing ship
prepares to enter zone 2

Hangar atmosphere ducting

Middle hangar (zone 2).
Landing ships are loaded
and armed here

Massive
ammunition
dumps

Ground armor
long-term storage
in subfloor garages

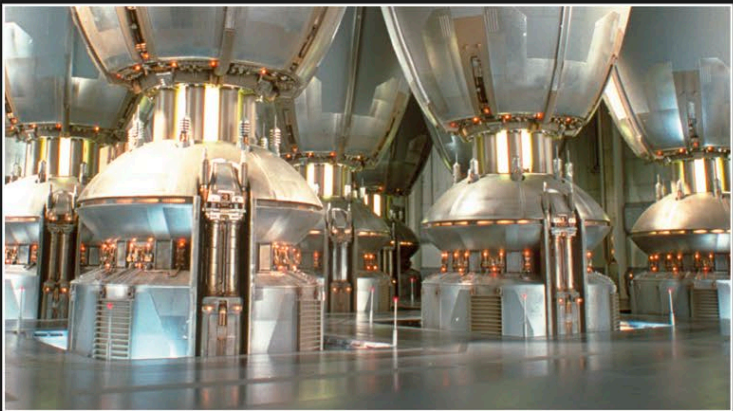
AATs await loading

MTTs staged
for loading

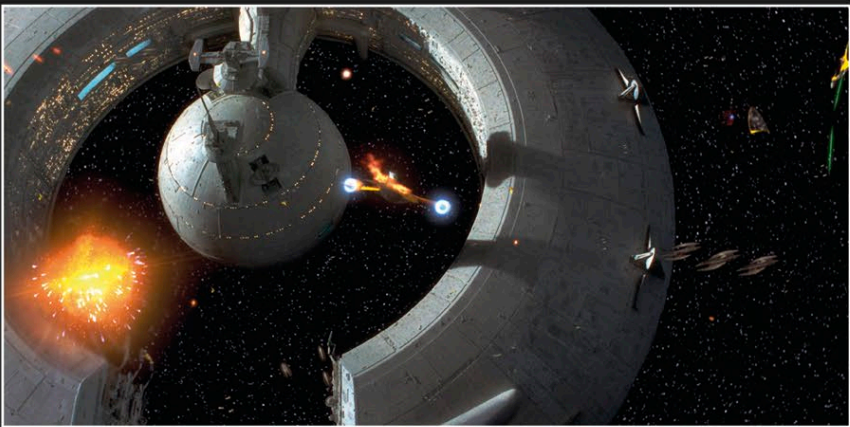
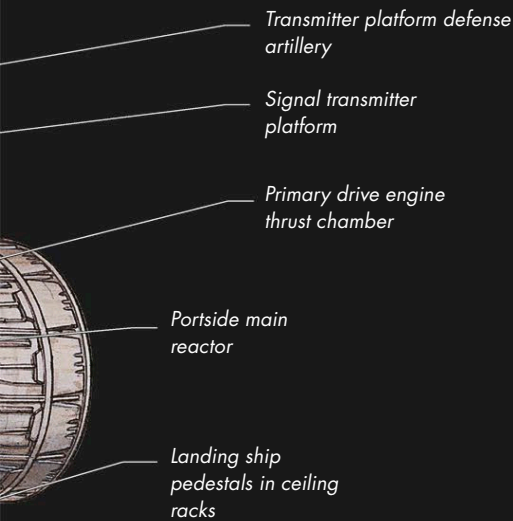
DROID CONTROL SHIP (CONT.)

THE HAND BEHIND THE SECRET ARMY

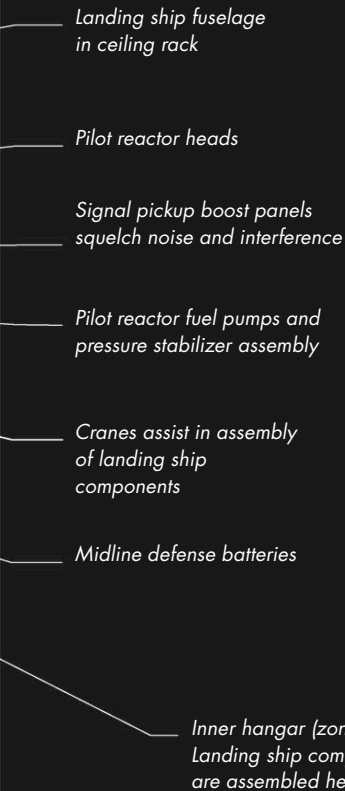
While the Trade Federation has long been known as a greedy and conniving organization of merchants, the use of armed force to increase its profits hardly befits its cowardly nature. Behind the scenes, the Federation’s leader, Nute Gunray, is in league with the ancient and believed-extinct Sith Order, a group of dark-side Force users, which has been manipulating the Federation to progress its plan to take over of the galaxy.



Two main reactors are housed in the port and starboard hangar arms respectively. Their powerful shields and fortified locations make the Neimoidians confident that the reactors cannot be breached by enemy fire.



Knowing that destroying the Control Ship is the key to defeating the droid forces on Naboo, pilots of the Naboo Space Fighter Corps concentrate their attacks on the *Vuutun Palaa*. The vessel’s destruction leads to the deactivation of the Trade Federation’s army.



NEUTRAL POSITION

A decade after the blockade of Naboo, a vicious conflict known as the Clone Wars erupts across the galaxy. Relying upon a clone army that is conveniently ready to defend it, the Republic faces the Separatists—a number of worlds unified by the charismatic Count Dooku that have seceded from the galactic government. While the Trade Federation publicly expresses its neutrality during this turbulent period and retains its position in the Galactic Senate, the organization secretly supplies its droid forces to the Separatists. Learning from the design flaws of a decade ago, the new B1 battle droids are not dependent on the signal of a Droid Control Ship to function and can operate independently.



During the closing days of the Clone Wars, many *Lucrehulk*-class freighters are part of the Separatist fleet that boldly attacks the Republic’s capital, Coruscant.

SEPARATIST NAVY

Many *Lucrehulk*-class freighters are also given to the Separatist Navy and are more extensively retrofitted with additional turbolasers than their predecessors used during the blockade of Naboo. Painted in Separatist colors, these battleships are formidable but do have some undefended angles of approach that can be exploited by Republic starfighters.

A PILOT'S BEST FRIEND

The onboard astromech droid, a standard R2 type, performs in-flight systems management and flight performance optimization as well as offering limited repair capabilities.

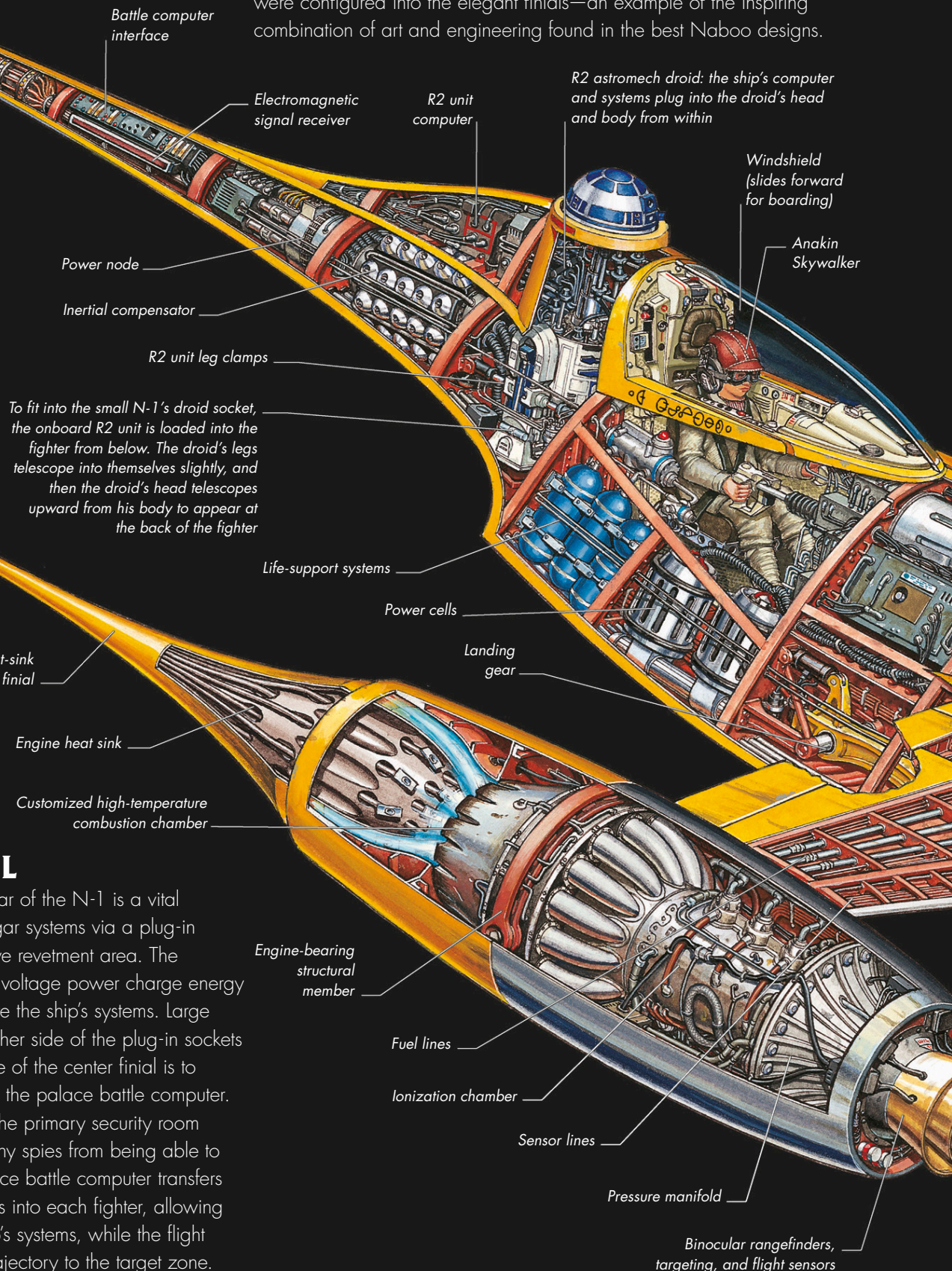
The pilot-droid configuration has long proven ideal for small space fighter craft and will continue to do so for generations to come.

ART AND DESIGN

While the long "rat-tail" finials projecting from the engines may look like design flourishes, they are in fact part of the customized engine system developed by the Theed Palace engineers. The finials are actually heat sinks, which circulate coolant and help dissipate the excessive heat of the Naboo engines. The customized Naboo engine configuration burns hotter than normal so as to burn more cleanly, since the Naboo are very careful not to pollute their environment. The necessary heat sinks were configured into the elegant finials—an example of the inspiring combination of art and engineering found in the best Naboo designs.



Anakin Skywalker takes cover inside the cockpit of a Naboo starfighter to avoid being shot by battle droids. But when the starfighter's autopilot kicks in, Anakin and R2-D2 are whisked into space.



HIGH-VOLTAGE RAT-TAIL

The center "rat-tail" finial projecting from the rear of the N-1 is a vital component, linking the ship to the palace hangar systems via a plug-in socket found at the rear of each ship's protective revetment area. The primary purpose of this finial is to receive high-voltage power charge energy delivered from the palace generators to activate the ship's systems. Large transformers and converters can be seen on either side of the plug-in sockets in the fighter revetment. The secondary purpose of the center finial is to receive and send coded information from or to the palace battle computer. This computer will download the data only in the primary security room and through these fighter sockets, preventing any spies from being able to acquire military intel from the palace. The palace battle computer transfers complete battle coordinates and strategic plans into each fighter, allowing the pilots to concentrate on operating their ship's systems, while the flight computer automatically directs the ship on a trajectory to the target zone.

NABOO N-1 STARFIGHTER

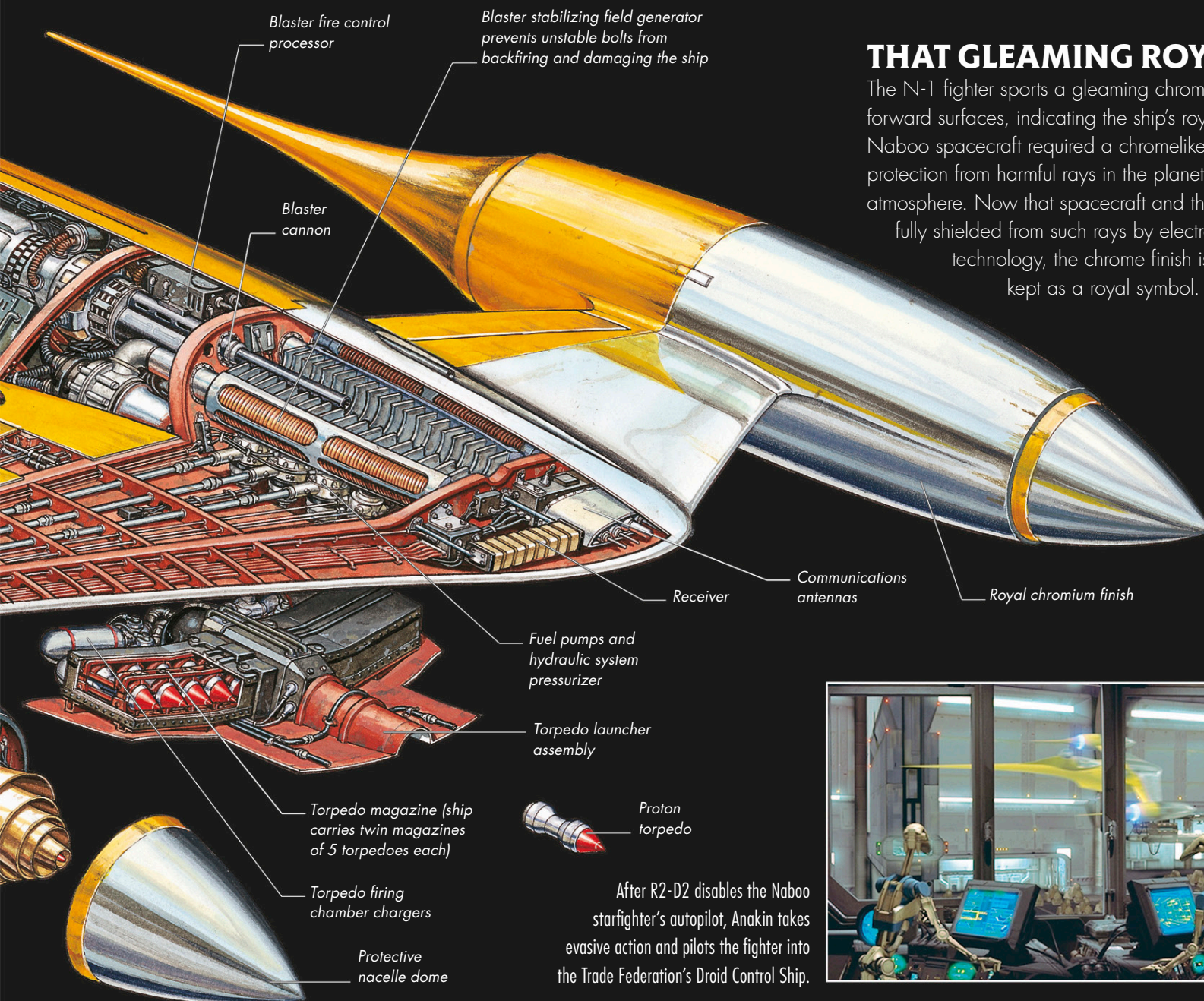
The single pilot Naboo Royal N-1 starfighter was developed by the Theed Palace Space Vessel Engineering Corps for the volunteer Royal Naboo Security Forces. Sleek and agile, the small N-1 faces aggressors with one twin blaster cannon and a double magazine of proton torpedoes. Found only on Naboo and rarely seen even there, the N-1, like the queen's Royal Starship, uses many galactic standard internal components in a custom-built spaceframe that reflects the Naboo people's love of handcrafted, elegant shapes. The Naboo engineers fabricate some of their own parts, such as fuel tanks and sensor antennas, but most of the high-technology gear is acquired through trade from other, more industrialized worlds. The Theed Palace engineers developed a customized engine system, however, based on a standard Nubian drive motor but modified significantly to release fewer emissions into the atmosphere.

DATA FILE

- > **MANUFACTURER** Theed Palace Space Vessel Engineering Corps
- > **MODEL** N-1
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 11 m (36 ft)
- > **CREW** 1 pilot, 1 astromech droid
- > **WEAPONS** 1 twin blaster cannon, 1 proton torpedo magazine with capacity of 10 torpedoes
- > **AFFILIATION** Naboo Royal Security Forces

THAT GLEAMING ROYAL LOOK

The N-1 fighter sports a gleaming chromium finish on its forward surfaces, indicating the ship's royal status. Early Naboo spacecraft required a chromelike finish for protection from harmful rays in the planet's upper atmosphere. Now that spacecraft and their pilots are fully shielded from such rays by electromagnetic field technology, the chrome finish is predominantly kept as a royal symbol.



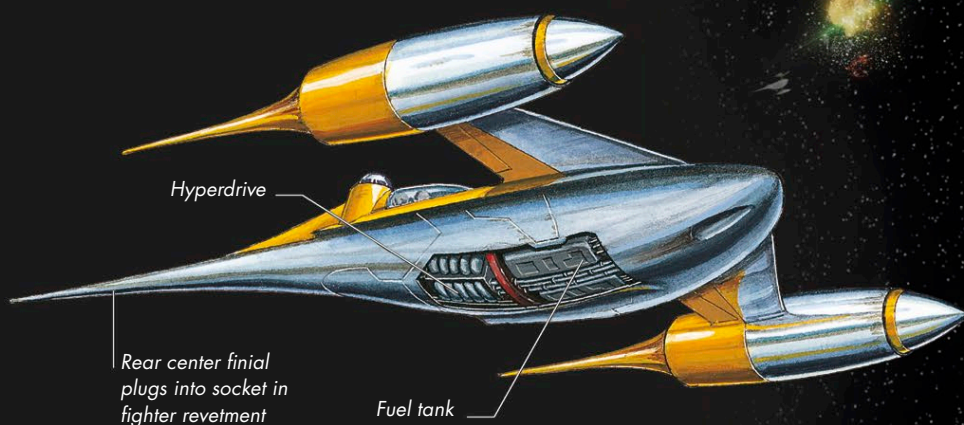
After R2-D2 disables the Naboo starfighter's autopilot, Anakin takes evasive action and pilots the fighter into the Trade Federation's Droid Control Ship.



DEFENDERS OF NABOO

Because the Naboo are peaceful people, the Space Fighter Corps is maintained as much through tradition as for military defense, primarily serving as an honor guard for the queen's Royal Starship. Nonetheless, the Royal Naboo Security Forces train in their N-1s on a regular basis, prepared for the honor of serving the queen in combat if necessary, since service to the queen also represents assisting the great free people of Naboo themselves. When the Trade Federation invades Naboo, the pilots of the Space Fighter Corps know that they must fight against tremendous odds if they are to free their planet.

While the N-1 starfighter's chromium finish is retained for tradition and to identify the ship's royal status, the highly reflective surfaces also serve to "dazzle" enemies, who must adjust their optical sensors to focus on the N-1.

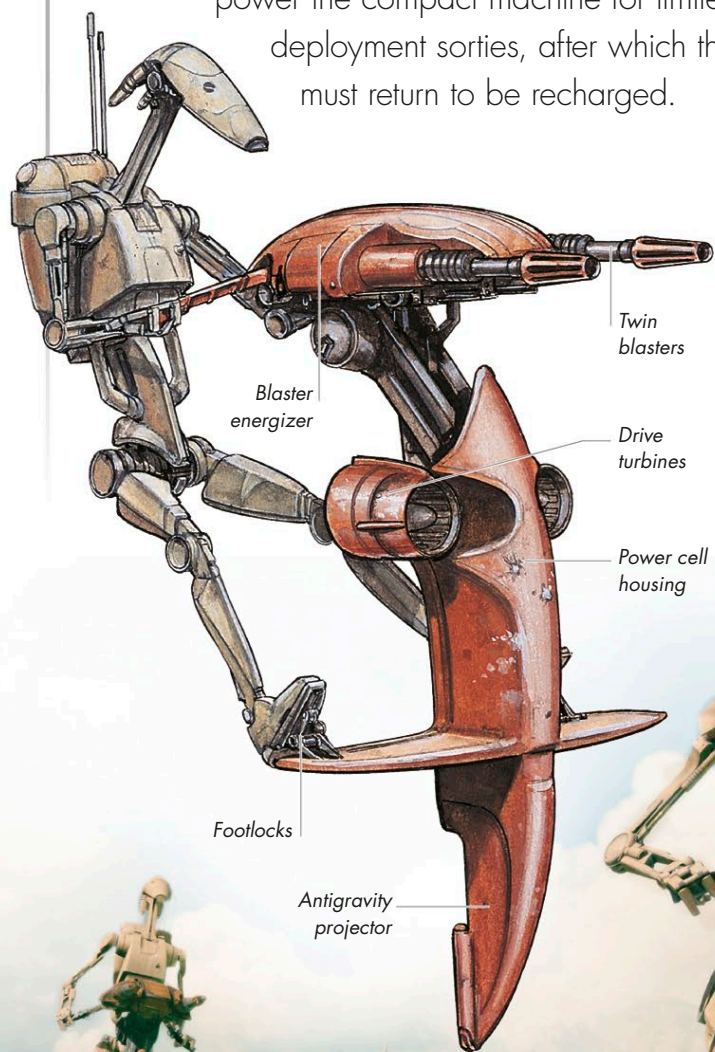


While engaged in battle, Naboo pilots rely on years of training and experience with simulation exercises to avoid being shot down by enemy fire.



STAP

The Single Trooper Aerial Platform (STAP) is an agile flying conveyance designed for Trade Federation battle droids, and outwardly similar to individual repulsorlift “airhooks” used for civilian and military purposes throughout the galaxy. Able to travel swiftly and through dense vegetation, the STAP performs scouting and anti-personnel hunting missions in support of main battle force actions. High-voltage energy cells power the compact machine for limited deployment sorties, after which they must return to be recharged.

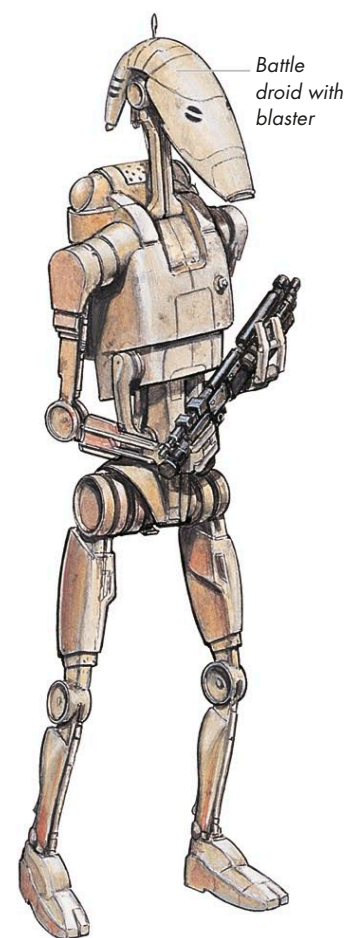


DATA FILE

- > **MANUFACTURER** Baktoid Armor Workshop
- > **MODEL** STAP (Single Trooper Aerial Transport)
- > **TYPE** Repulsor bike
- > **DIMENSIONS** Height: 2.09 m (6 ft 10 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 blaster cannons
- > **AFFILIATION** Trade Federation, Separatists

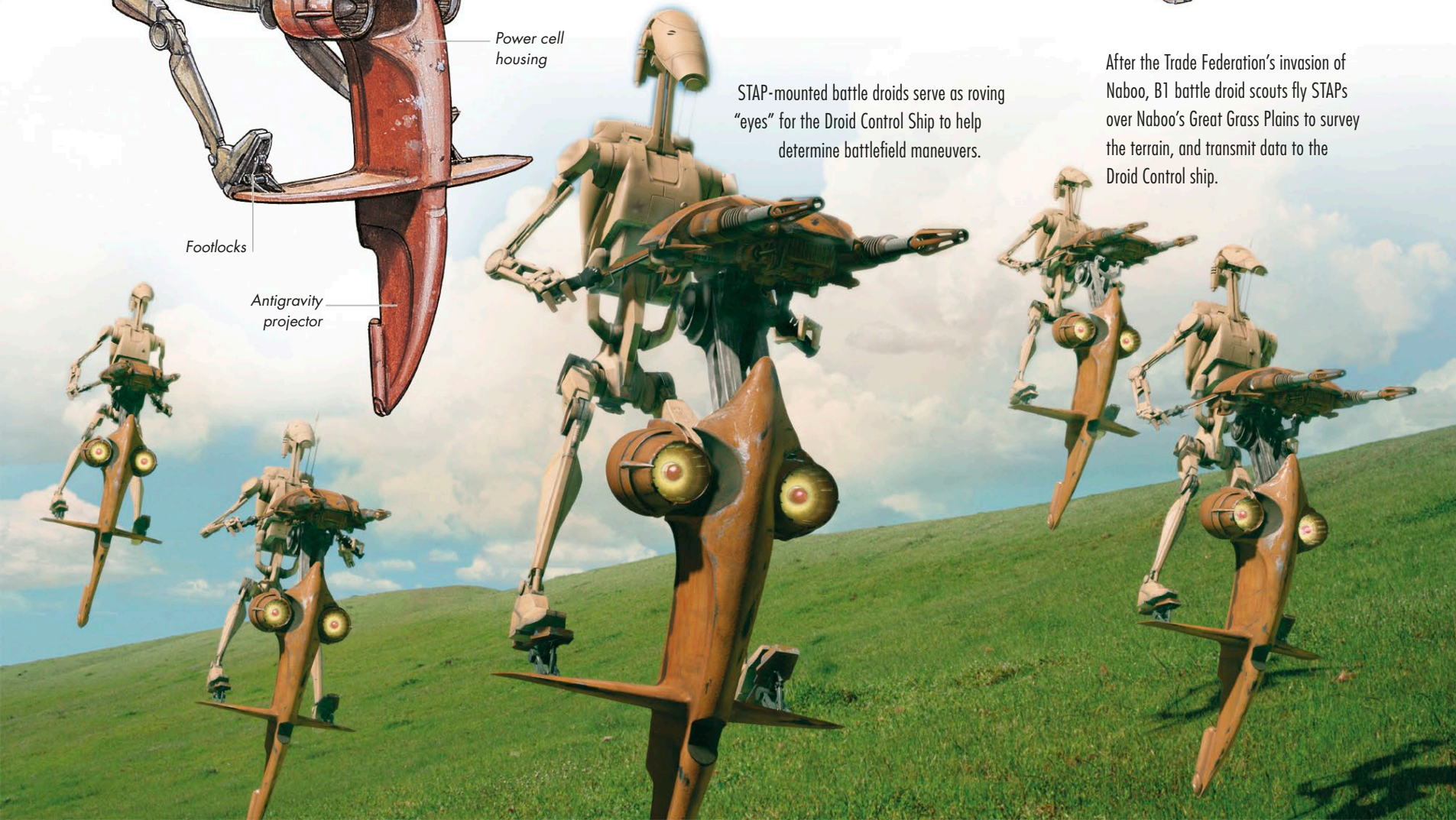


Droid invasion forces are at their most vulnerable as they unload from their invasion transports. STAPs are therefore quickly and easily deployed to patrol the landing zones.



STAP-mounted battle droids serve as roving “eyes” for the Droid Control Ship to help determine battlefield maneuvers.

After the Trade Federation’s invasion of Naboo, B1 battle droid scouts fly STAPs over Naboo’s Great Grass Plains to survey the terrain, and transmit data to the Droid Control ship.



AAT

Designed and built by the Baktoid Armor Workshop for the Trade Federation's secret army, the AAT (Armored Assault Tank) is crewed by four battle droids and presents the enemy with a heavily armored facade and a blistering hail of assault fire from five laser guns and six energy shell launchers. Their deployment on Naboo is their first use in open combat, but the tanks have seen considerable training action, leaving them scarred and weathered. The AAT is designed for head-on combat in formal battle lines and is accordingly very heavily armored up front. In fact, the nose of the AAT is almost solid armor, designed to crash through heavy walls with impunity.

INSIDE THE COCKPIT

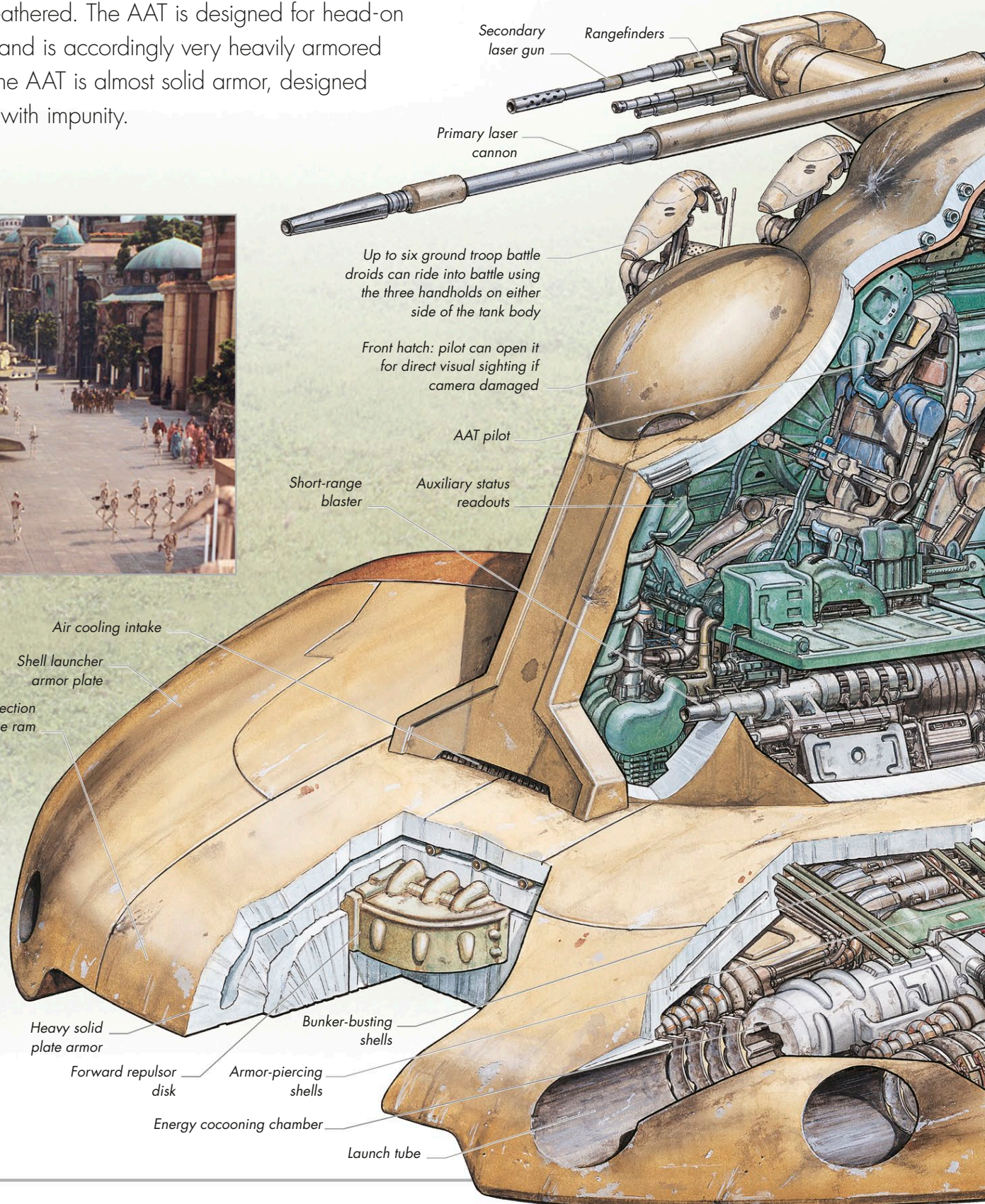
A droid pilot guides the AAT and provides targeting information to the two gunners. The pilot uses a stereoscopic camera that relays information to a periscope scanner.

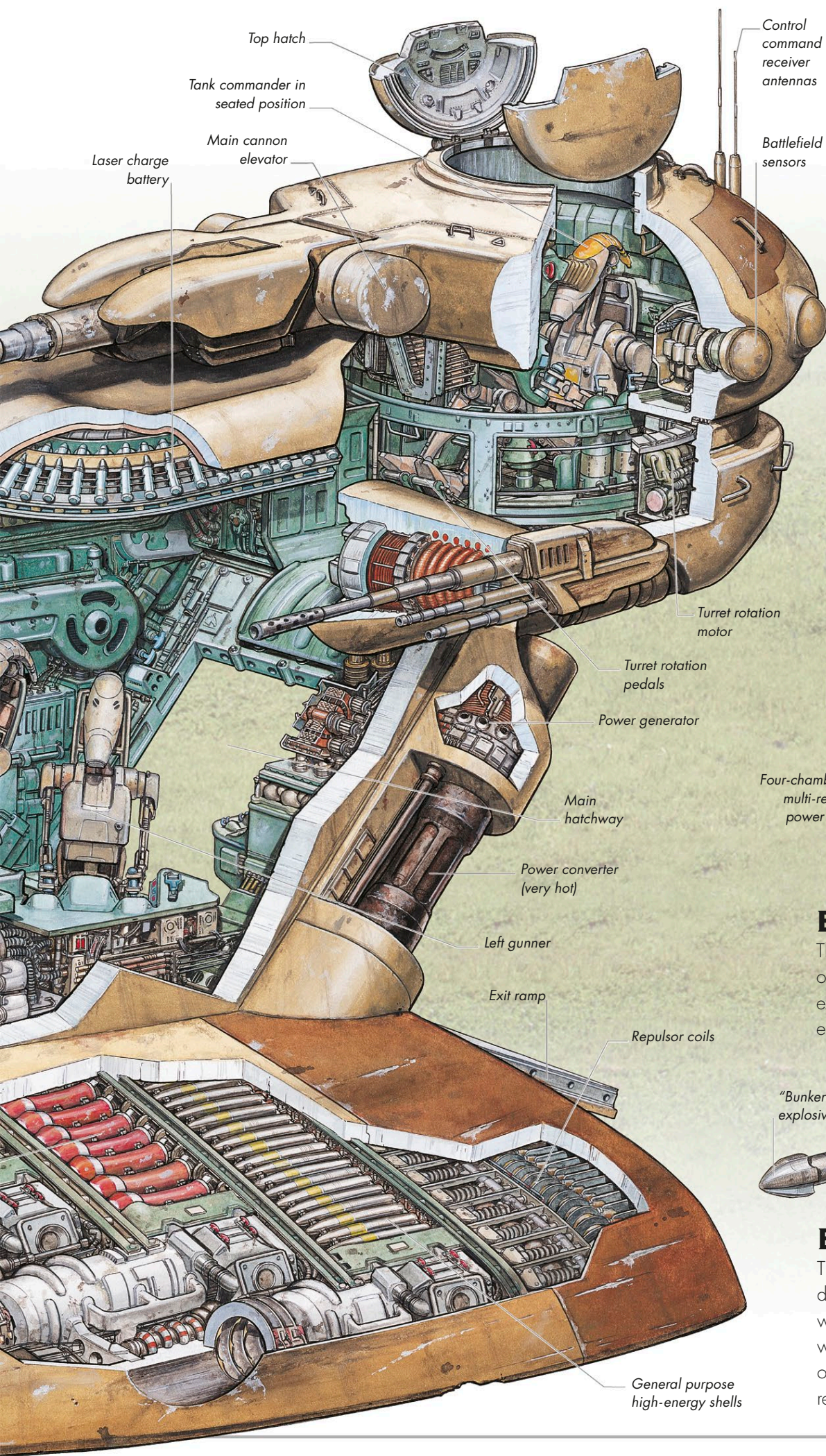


As the most heavily armed ground vehicles in the Trade Federation's invasion force, AATs lead the advance on the capital city of Naboo.

ENERGY SHELLS

The AAT's six shell launch tubes can be equipped with a range of ammunition types. As they are launched, the shells are cocooned in high-energy plasma. This speeds them on their way by reducing friction, and dramatically improves their penetrating power. AATs can be prepared for specialized missions with particular shell loads.



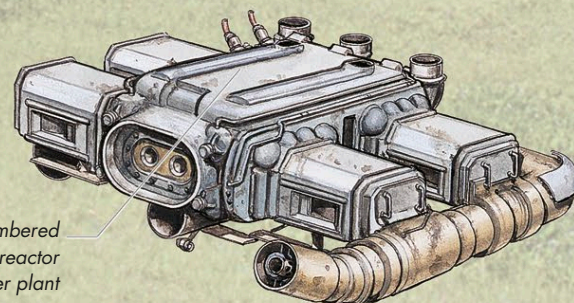


DATA FILE

- > **MANUFACTURER** Baktoid Armor Workshop
- > **MODEL** AAT (Armored Assault Tank)
- > **TYPE** Tank
- > **DIMENSIONS** Length: 9.75 m (32 ft)
- > **CREW** 1 commander, 1 pilot, 2 gunners
- > **WEAPONS** 1 primary turret laser cannon, 2 lateral range-finding lasers, 2 lateral antipersonnel lasers, 6 energy shell projectile launchers
- > **AFFILIATION** Trade Federation, Separatists

POWER PLANT

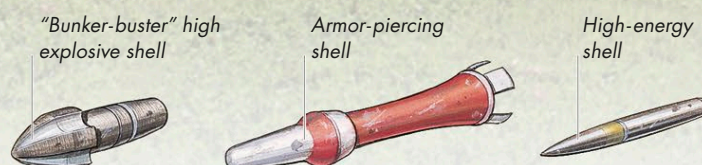
The reactor and key power and communications gear are kept to the rear for protection. Heavy-duty repulsors (both disk and coils) keep the AAT just off the ground and propel it forward.



Four-chambered multi-reactor power plant

EXPLOSIVE COMBINATION

The three ammunition types carried as standard-issue ordnance on the AAT include "bunker buster" high explosives, armor-piercing shells, and standard high-energy shells for antipersonnel and antivehicle use.



ENERGY SHELL MAGAZINES

The AAT's energy shells cannot be replenished by the droid crew on board. Instead, the shells are reloaded when the tank returns to a landing ship or battleship, where mechanical facilities take the entire contents of the "foot" off the tank from below. A loaded replacement is then installed in its place.

NABOO SPEEDERS

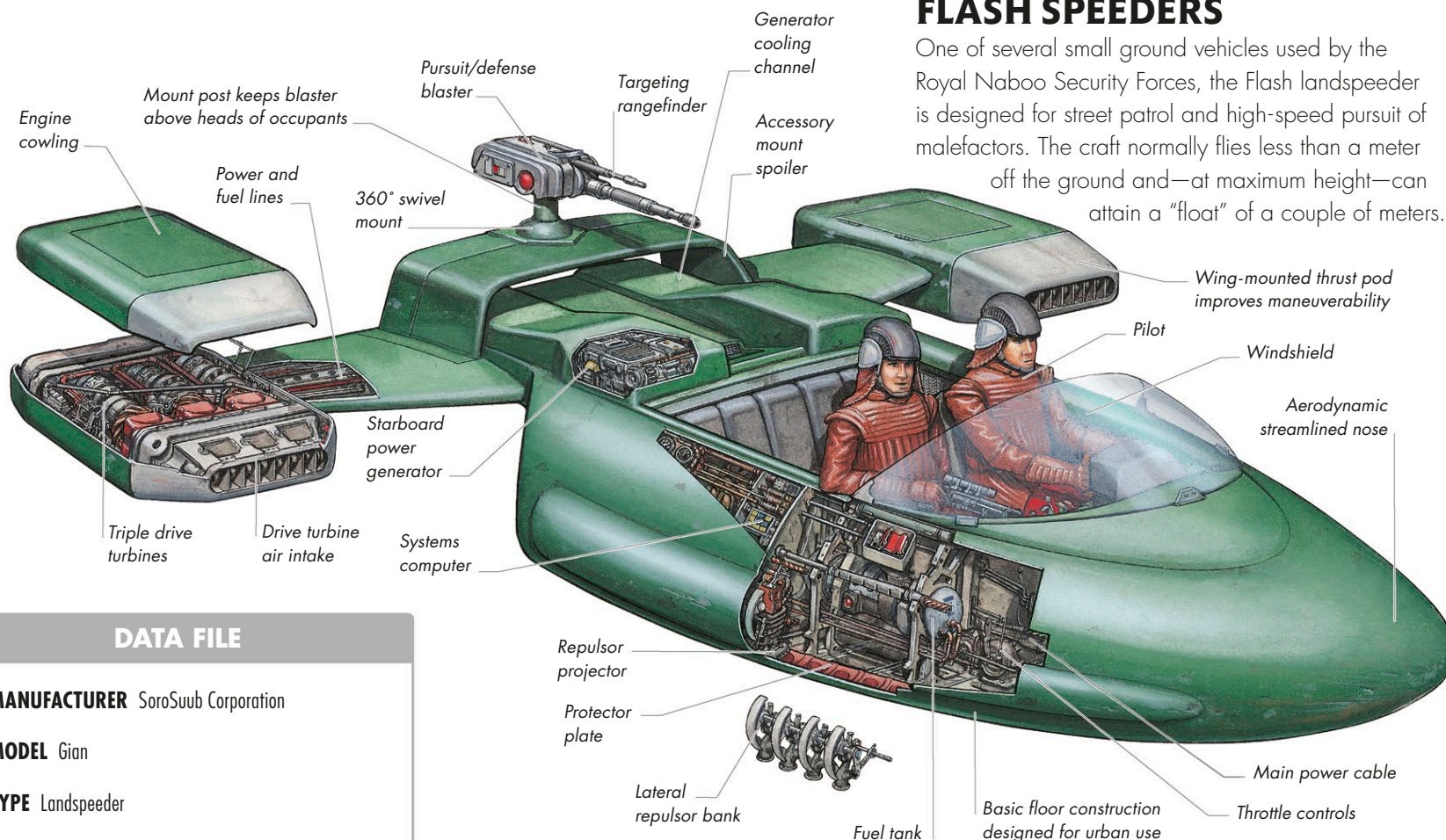
The small ground craft of the Naboo Royal Security volunteers are lightly armed and armored, since they patrol a fairly peaceful society. They are designed for rapid pursuit and capture of troublemakers, rather than combat with an armed enemy. The Flash and Gian speeders are the most common Naboo ground security craft. Both patrol vehicles are sturdy and reliable and bear mounts for laser weapons that are sent into action only when such force is absolutely necessary.

DATA FILE

- > **MANUFACTURER** SoroSuub Corporation
- > **MODEL** Flash
- > **TYPE** Landspeeder
- > **DIMENSIONS** Length: 4.5 m (14 ft 7 in)
- > **CREW** 1 pilot
- > **WEAPONS** 1 pursuit/defense blaster
- > **AFFILIATION** Naboo Royal Security Forces

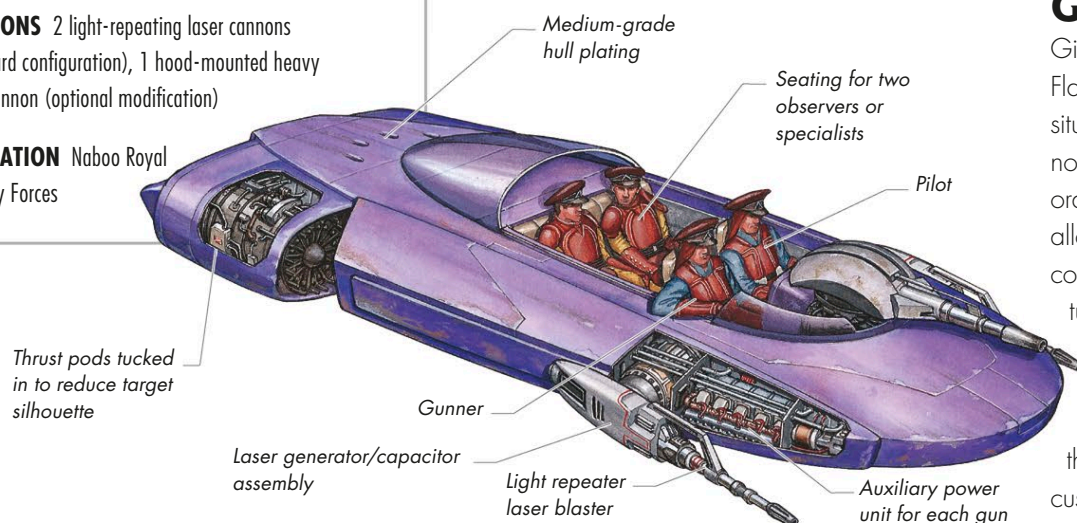
FLASH SPEEDERS

One of several small ground vehicles used by the Royal Naboo Security Forces, the Flash landspeeder is designed for street patrol and high-speed pursuit of malefactors. The craft normally flies less than a meter off the ground and—at maximum height—can attain a “float” of a couple of meters.



DATA FILE

- > **MANUFACTURER** SoroSuub Corporation
- > **MODEL** Gian
- > **TYPE** Landspeeder
- > **DIMENSIONS** Length: 5.7 m (18 ft 8 in)
- > **CREW** 1 pilot, 1 gunner
- > **WEAPONS** 2 light-repeating laser cannons (standard configuration), 1 hood-mounted heavy laser cannon (optional modification)
- > **AFFILIATION** Naboo Royal Security Forces



GIAN SPEEDERS

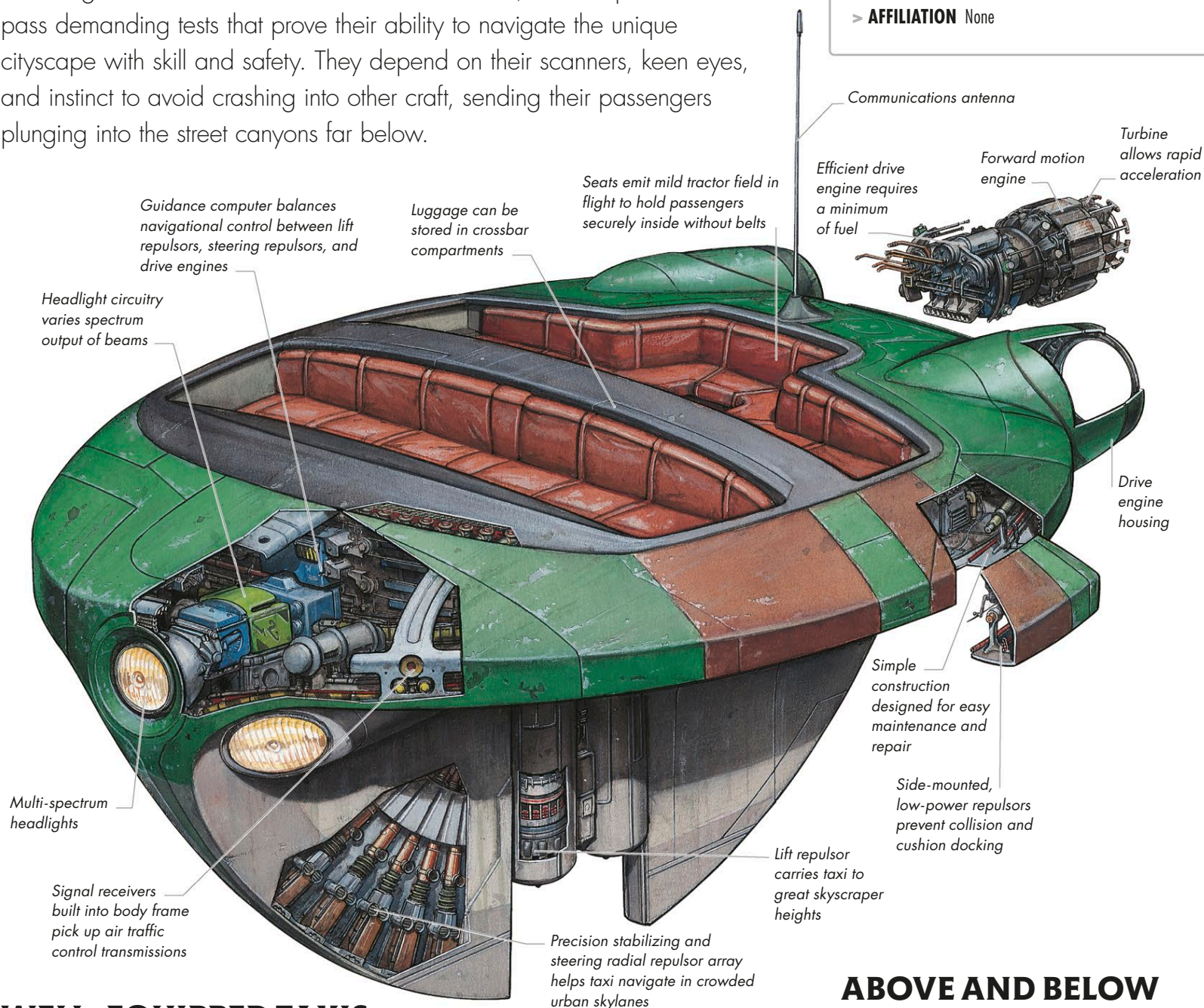
Gian speeders are heavier vehicles than the Flash speeders and are called out only for serious situations. Their laser cannons can easily disable nonmilitary vehicles. They have tougher hulls than ordinary civilian craft and their reinforced bodies allow them to withstand glancing hits. Their compact forward silhouette, with thrust pods tucked in behind rather than out on wing struts, makes the Gian less maneuverable but a harder target for enemies both in front and behind. To assist in tactical deployments, these speeders can be equipped with customized holographic planning systems.

CORUSCANT TAXI

The air taxi shooting through the vast open spaces between the high skyscrapers is one of the most characteristic sights of the famous metropolis world of Coruscant. These air taxis are allowed unrestricted “free travel” and can thus leave the autonavigating skylanes to take the most direct routes to their destination. Skylanes confine most vehicles on long-distance journeys along defined corridors, without which there would be unmanageable chaos in the air. To rate “free travel,” air taxi pilots must pass demanding tests that prove their ability to navigate the unique cityscape with skill and safety. They depend on their scanners, keen eyes, and instinct to avoid crashing into other craft, sending their passengers plunging into the street canyons far below.

DATA FILE

- > **MANUFACTURER** Hyrotii Corporation
- > **MODEL** EasyRide
- > **TYPE** Airspeeder
- > **DIMENSIONS** Length: 8 m (26 ft 3 in)
- > **CREW** 1 pilot
- > **WEAPONS** None
- > **AFFILIATION** None



WELL-EQUIPPED TAXIS

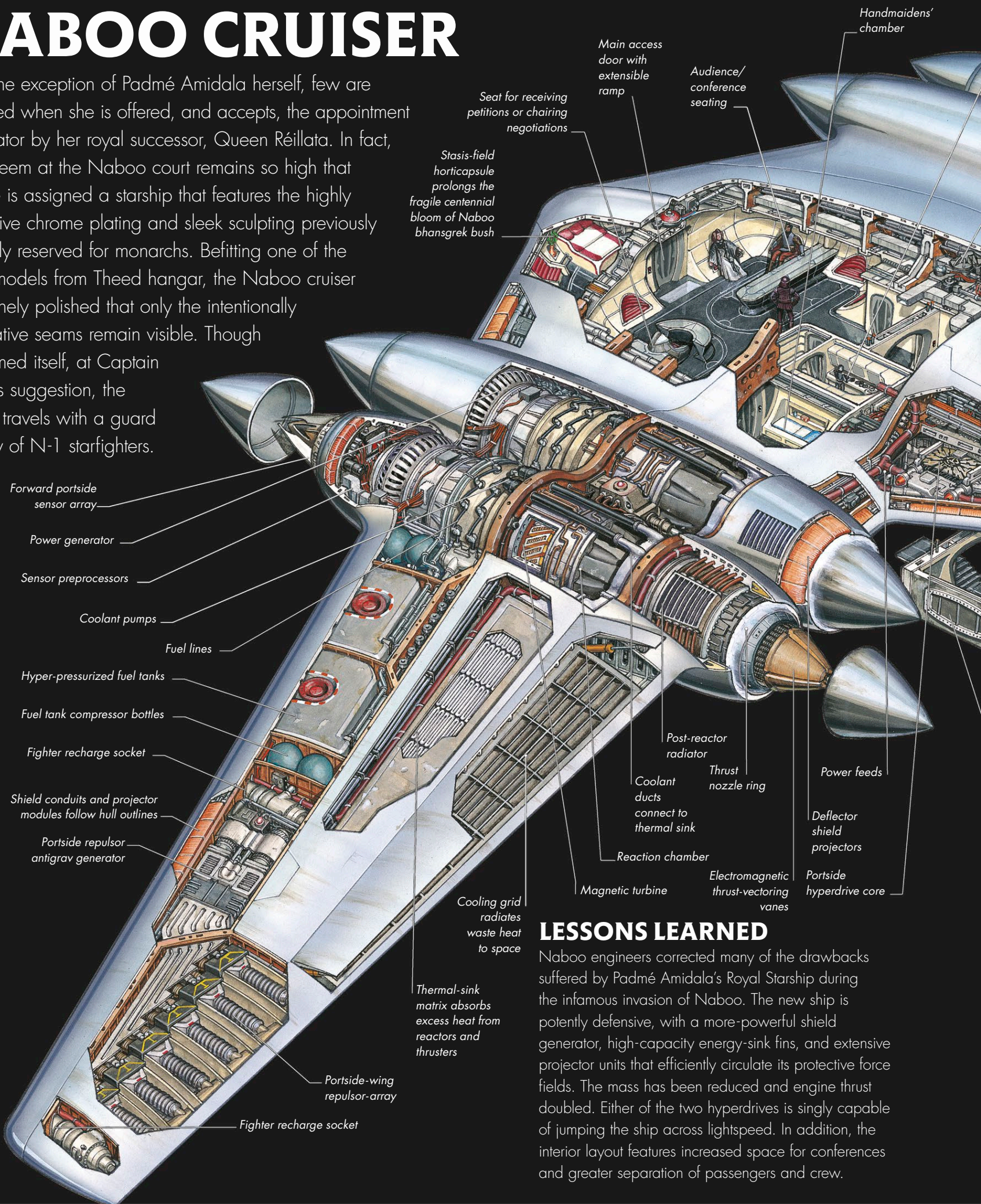
The standard modern Coruscant air taxi uses a compact, focused, medium-grade repulsor to elevate it to the very highest skyscraper peaks. A radial battery of lower-powered antigravity devices gives it good navigational control in the open air. A refined, relatively quiet thrust engine propels the craft with surprising acceleration. Excellent receiver equipment monitors the many channels of Coruscant Air Traffic Control, allowing the pilot to use autonavigation or manual control at any time.

ABOVE AND BELOW

All significant traffic on Coruscant is air traffic—the original ground levels and roads having long ago been abandoned. Sealed tunnels in the lower realms allow for the transportation of goods and materials through the city, as bulk shipments are barred by law from the crowded skylanes reserved for travelers.

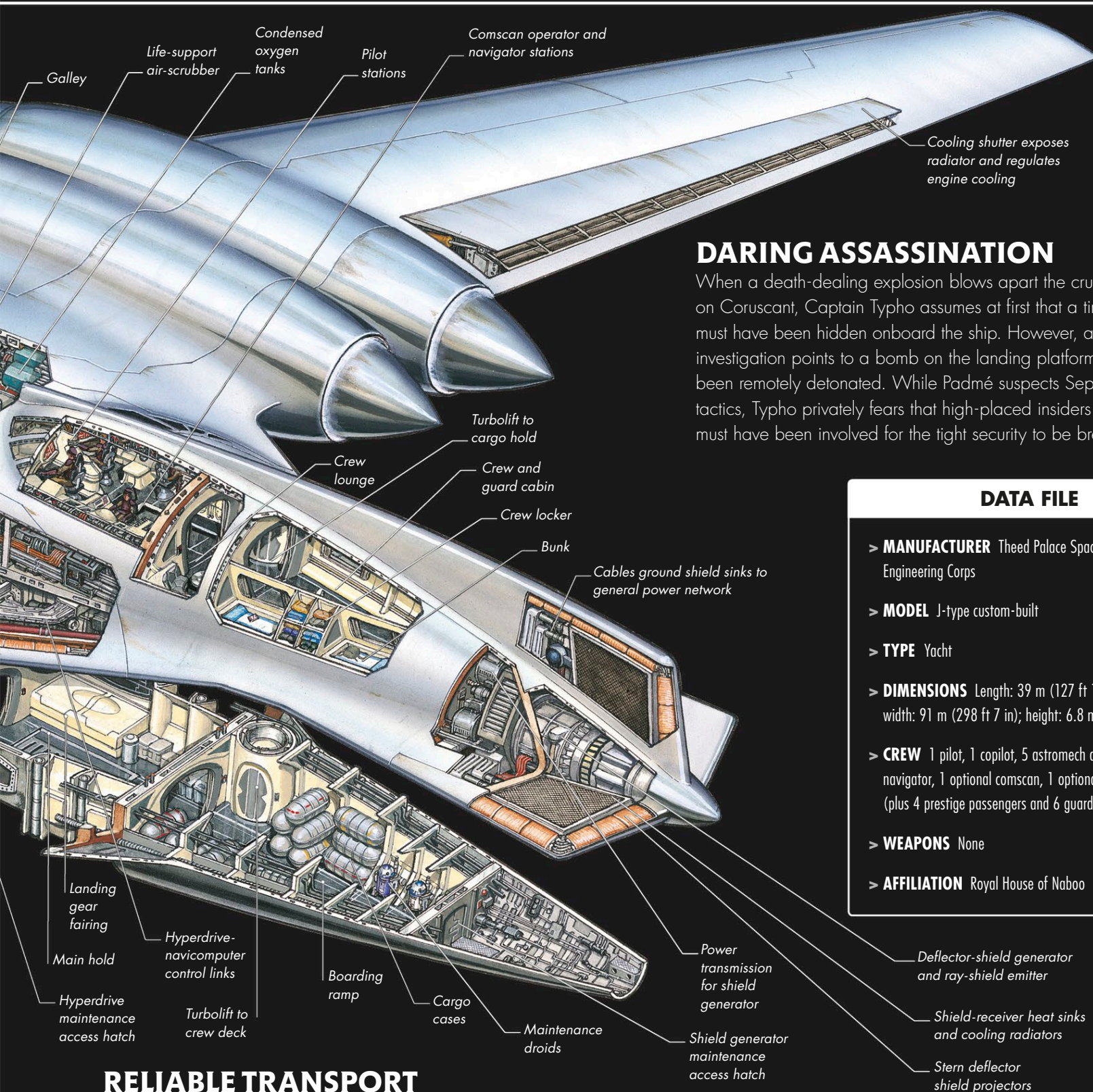
NABOO CRUISER

With the exception of Padmé Amidala herself, few are surprised when she is offered, and accepts, the appointment of senator by her royal successor, Queen Réillata. In fact, her esteem at the Naboo court remains so high that Padmé is assigned a starship that features the highly distinctive chrome plating and sleek sculpting previously typically reserved for monarchs. Befitting one of the latest models from Theed hangar, the Naboo cruiser is so finely polished that only the intentionally decorative seams remain visible. Though not armed itself, at Captain Typho's suggestion, the cruiser travels with a guard convoy of N-1 starfighters.



LESSONS LEARNED

Naboo engineers corrected many of the drawbacks suffered by Padmé Amidala's Royal Starship during the infamous invasion of Naboo. The new ship is potently defensive, with a more-powerful shield generator, high-capacity energy-sink fins, and extensive projector units that efficiently circulate its protective force fields. The mass has been reduced and engine thrust doubled. Either of the two hyperdrives is singly capable of jumping the ship across lightspeed. In addition, the interior layout features increased space for conferences and greater separation of passengers and crew.



DARING ASSASSINATION

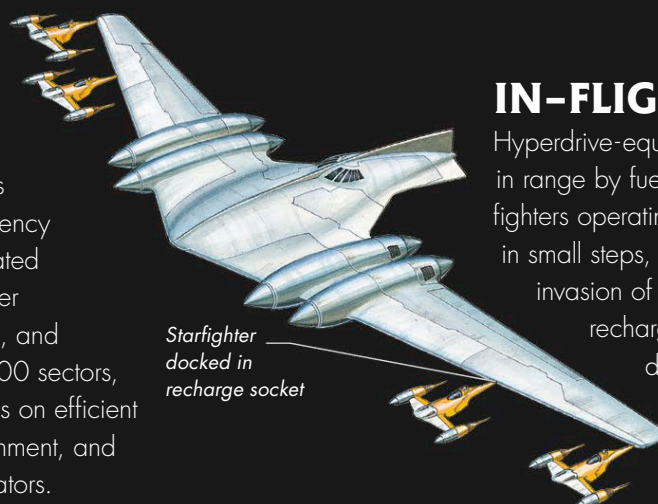
When a death-dealing explosion blows apart the cruiser as it lands on Coruscant, Captain Typho assumes at first that a timed device must have been hidden onboard the ship. However, a more complete investigation points to a bomb on the landing platform itself having been remotely detonated. While Padmé suspects Separatist scare-tactics, Typho privately fears that high-placed insiders on Coruscant must have been involved for the tight security to be breached.

DATA FILE

- > **MANUFACTURER** Theed Palace Space Vessel Engineering Corps
- > **MODEL** J-type custom-built
- > **TYPE** Yacht
- > **DIMENSIONS** Length: 39 m (127 ft 11 in); width: 91 m (298 ft 7 in); height: 6.8 m (22 ft 4 in)
- > **CREW** 1 pilot, 1 copilot, 5 astromech droids, 1 optional navigator, 1 optional comscan, 1 optional shield operator (plus 4 prestige passengers and 6 guards)
- > **WEAPONS** None
- > **AFFILIATION** Royal House of Naboo

RELIABLE TRANSPORT

From Padmé's first senatorial mission to Bromlarch through to the craft's destruction on Coruscant, Padmé has relied on her graceful ship on scores of diplomatic assignments throughout her sector and the galaxy. Even in this sturdy vessel, however, a thorough home constituency tour could last a lifetime in Padmé's lightly populated Chommell sector, which comprises 36 full-member worlds, more than 40,000 settled dependencies, and 300,000,000 barren stars. With more than 1,000 sectors, the galaxy's deceptively fragile harmony depends on efficient divisions of authority within the multi-tiered government, and upon the wisdom of its roving officials and legislators.



IN-FLIGHT SUPPORT

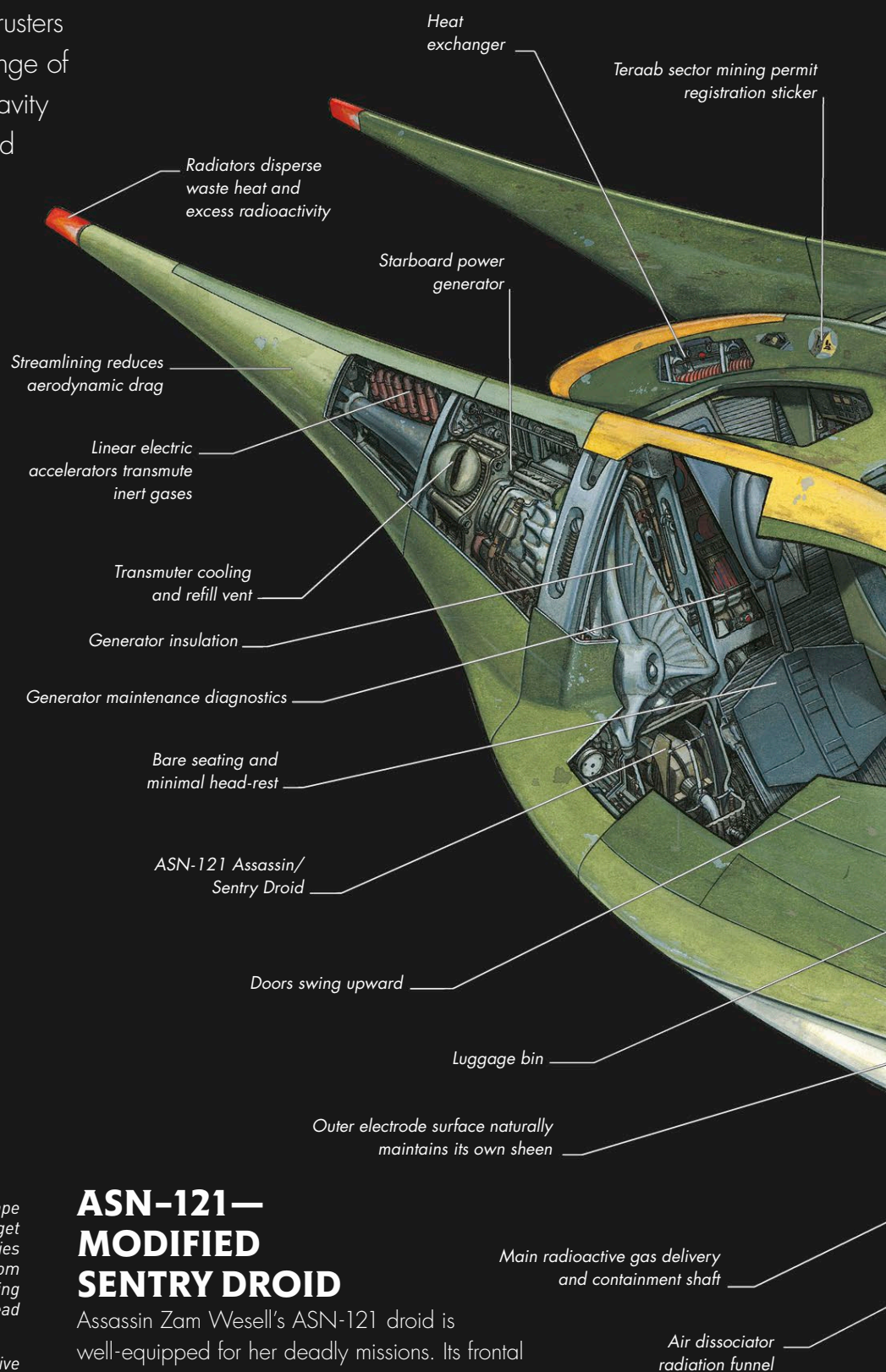
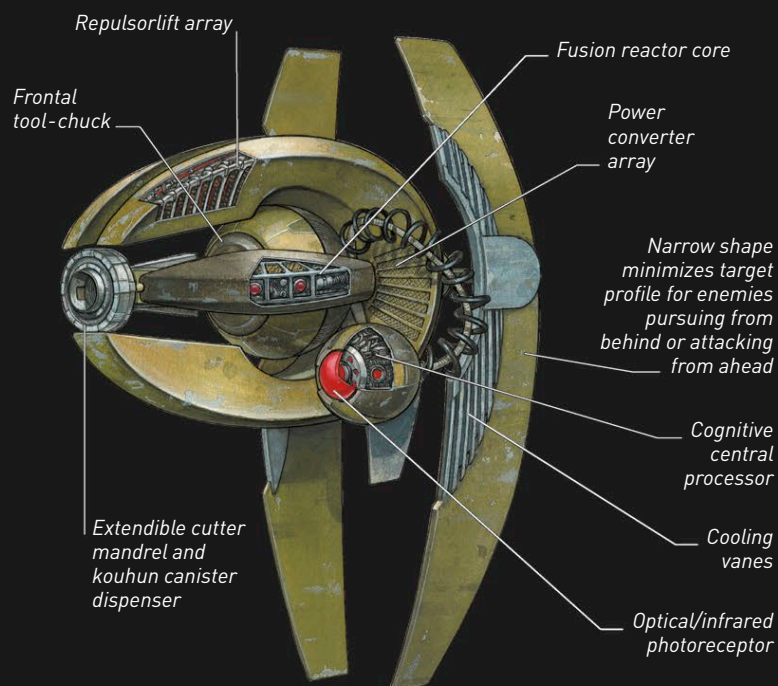
Hyperdrive-equipped starfighters of this era are limited in range by fuel capacity. Previously, Naboo N-1 fighters operating far from home could only travel in small steps, accompanied by a tanker. After the invasion of Naboo, designers added innovative recharge sockets to the wings of the new diplomatic barge, thereby enabling the ship to carry its own security escort through hyperspace.

ZAM'S AIRSPEEDER

Hired assassin Zam Wesell flies an airspeeder that is unusual and exotic. The totally self-enclosed craft has no external thrusters and few air intakes because it was built for use in a range of different environments. Its repulsorlift units provide antigravity support, while other mechanisms generate radiation and electromagnetic fields that move the craft by dragging upon the air. This system is versatile enough for use in a huge variety of atmospheres. However, in urban areas, outdoor power lines can snag the propulsion fields and confound the steering—although this merely provides an extra means of traction to a cunning pilot like Wesell.

WILDERNESS HARDWARE

The Koro-2's forward mandibles operate as an external electromagnetic propulsion system. They intensely irradiate the air around them to induce ionization and make it conductive. Electrodes on each mandible project powerful electric currents across the gap, and the electrified air-stream is magnetically propelled toward the rear, thereby imparting thrust to the speeder. The speeder was designed for scouts exploring the wastelands of worlds lacking complex native life. Zam acquired hers on one of the billions of anonymous, young, highly metalliferous planets dominated by the resource-hungry Mining Guild in the galaxy's spiral arms. Her use of it in downtrodden urban environments would dismay its designers.



ASN-121—MODIFIED SENTRY DROID

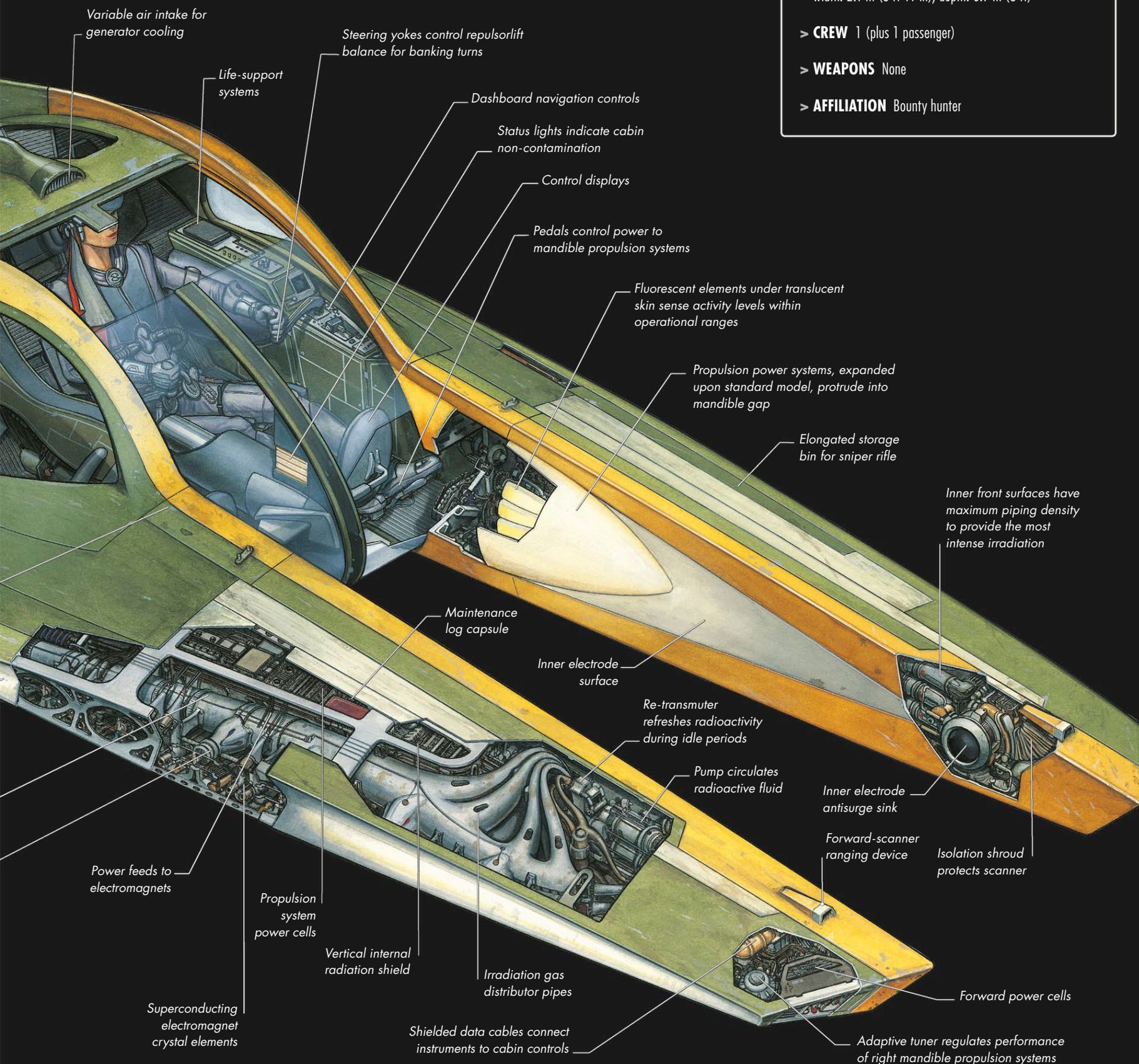
Assassin Zam Wesell's ASN-121 droid is well-equipped for her deadly missions. Its frontal tool-chucks can wield a variety of implements and weapons, including a harpoon gun, sniper blaster, gas dispenser, spy sensors, flamethrower, and various drills and cutters. A compact fusion generator and modular power-converter array supply the rapidly varying energy demands of this dynamic machine, while independently powered repulsorlift rods work to ensure good balance even under unusual loads.

DIRTY TECHNOLOGY

Zam's speeder creates some hazardous side-effects that amuse the callous hunter. Irradiation zones are constrained around the mandibles, but can sicken unknowing innocent bystanders along the vehicle's path. Furthermore, drag-stream ions recombine chemically into unpleasant forms as they pass the cabin. In breathable atmospheres the products can include noxious gases that leave a foul reek in the speeder's wake.

DATA FILE

- > **MANUFACTURER** Desler Gizh Outworld Mobility Corp.
- > **MODEL** Koro-2 all-environment exodrive airspeeder
- > **TYPE** Airspeeder
- > **DIMENSIONS** Length: 6.6 m (21 ft 8 in); width: 2.1 m (6 ft 11 in); depth: 0.9 m (3 ft)
- > **CREW** 1 (plus 1 passenger)
- > **WEAPONS** None
- > **AFFILIATION** Bounty hunter



SYMBOL OF EXTRAVAGANCE

The powerful, yet gaudy, yellow airspeeder reflects the qualities of its youthful owner, Simon Greyscale, the newly risen senator for the Vorzyd sector. The two-seat design fulfills Greyscale's desire for privacy while traveling with fellow politicians, influential opinion-makers—or the latest admirer. Its communications gear helps keep Greyscale in contact with manipulators of galactic opinion. Clearly, this sly politician is beginning to enjoy the perks of office.

Communications gear

Racing stickers

Anakin uses his mechanical intuition to hotwire the speeder's security systems

Tractor units in seats and inertial compensators keep occupants seated

Greyscale insists on sleek yellow styling for his personal craft

Anti-theft movement sensors (failed to detect Anakin's entry)

Exhaust thrust outlet

Yaw gyro casing

Generator diagnostics

Lateral repulsorlift array inside running-board

Powerful audio system

Lateral thrust-ducts distribute gas flow around cabin

Gas-flow divertor tree

Force-diffusing chassis totally suppresses harmful engine vibrations

Pitch gyro casing and afterburner centrifuge

Electro-gravitic gyro flywheels enable turning without relying on aerodynamics or ground traction

Thrust-duct attachment

Power generator

Deuterium fuel canisters

THRUST-DUCTS

The speeder is propelled through the air by a sophisticated system of thrust ducts. Highly over-pressurized airflow from the turbojets is ignited and hurled through narrow thrust-ducts at transonic velocities. The main ducts pass through the cabin side walls. Secondary ducts are exposed on the speeder underbelly for cooling by air contact. Air streams pass through afterburner centrifuges and out of thrust vents at the back. The vents are partly covered by protective grilles, and have internal shutters to brake selectively or redirect the outflows.

ANAKIN'S AIRSPEEDER

When an attempt is made on the life of the Senator of Naboo and his Jedi Master is whisked off into the night air, Anakin Skywalker needs transportation fast. With flawless intuition, he finds the perfect pursuit vehicle in the nearby senatorial parking zone. This overpowered, prized leisure craft, which belongs to a self-indulgent politician, is as quick and agile as any civilian airspeeder or cloud car in Coruscant's sky. Its complex and responsive system of repulsor units, thrust-ducting, and unconventional podracer-like engine arrangement provide one of the galaxy's best pilots with the balance of superior control and instant familiarity essential for his daredevil pursuit of the assassin, Zam Wesell.

Left and right thrust-duct shutters and gyro turning are controlled by separate joysticks

Eight-speed thrust control/gear

Minimal windscreen forces the pilot to lean low in the seat

Electric field extends outside hood to repulse flying insects that would otherwise hit gleaming paintwork

Repulsor helps support weight of turbojet assembly

Narrow-beam headlight

Turbine power cable

Left side engine hood

Turbofan and compression chamber

Cold-start generator

Widebeam headlight and anti-collision scanner

Bumper made of exotic metal/condensed-matter composite spreads forces evenly and nearly instantly across entire chassis

Turbofan electromagnetic drivers and frictionless suspension

Magnetic bottle regulators

Exposed turbojets flaunt the hotrod's brute power and reduce overheating

Ring of heavy-duty capacitors for turbofan drivers

DATA FILE

- > **MANUFACTURER** Narglatch AirTech
- > **MODEL** XJ-6
- > **TYPE** Airspeeder
- > **DIMENSIONS** length: 6.23 m (20 ft 5 in); width: 2.66 m (8 ft 9 in); depth (excluding antennas): 1.4 m (4 ft 7 in)
- > **CREW** 1 pilot (plus 1 passenger)
- > **WEAPONS** None
- > **AFFILIATION** None

UNIQUE ENGINE LAYOUT

The powerful twin turbojet engines were designed for use in clusters of 50 in the wing nacelles of a colossal seventh-stage bank-courier repulsor-truck on Aargau. On this small speeder, they are overkill in power and expense. The unorthodox placement of the twin turbojet engines at the front of the speeder minimizes its width for good clearance in sky traffic or impromptu races through narrow urban mazes.

JEDI STARFIGHTER

Kuat Systems Engineering designed the Delta-7 *Aethersprite*-class light interceptor to be flown by Jedi pilots. It is a potent tool in any Jedi's arsenal, when their mission's parameters do not suit a *Consular*-class cruiser.

The starfighter is well shielded against impacts and blasts, and its sleek, bladelike form simplifies shield distribution and affords excellent visibility, which combined with a Jedi's preternatural senses and reflexes makes the ship incredibly hard to hit. The vessel is also equipped with two dual laser cannons that can unleash a withering frontal assault, but the Jedi only use these weapons as a last resort. Jedi Master Obi-Wan Kenobi requisitions one of these fighters for his quest to Kamino.

REPUBLIC ICON

The starboard wing of Obi-Wan's craft is marked with the Galactic Republic symbol of a disk with eight spokes. After the fall of the Republic, the Emperor will personalize this symbol by defacing the icon with the removal of two spokes.



Because the Delta-7 does not have a built-in hyperdrive, Obi-Wan utilizes a hyperdrive ring to travel through hyperspace. After he reaches his destination, the Delta-7 detaches from the ring, which remains in orbit until it is needed again.

Comscan processor
Communications and scanning reflector dish
Multi-mode scanning and communications transceiver

Landing pad is a descending hull panel

PRIVILEGED NETWORK SCOUT

In an emergency, Kenobi's ship can relay encrypted signals via any suitably powerful hyperwave transceiver located in the same planetary system. During the mission to Geonosis, Obi-Wan uses a powerful interstellar relay station in the Geonosis system to communicate with Anakin on Tatooine.

DATA FILE

- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** Delta-7 *Aethersprite*-class
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 8 m (26 ft 3 in); width: 3.92 m (12 ft 10 in); height: 1.44 m (4 ft 9 in)
- > **CREW** 1 pilot, 1 modified astromech droid
- > **WEAPONS** 2 dual laser cannons
- > **AFFILIATION** Jedi Order

The fighter's tiny profile makes it difficult to detect and easy to hide from long-range sensors

Roundel with eight spokes

Red coloration indicates Jedi plenipotentiary status and diplomatic immunity

Transformers and power cells for bow hardware

Firing groove

Power feeds to bow deflectors

Deflector shield power hub

Forward landing gear bay

Forward deflector shield projectors

Ventral landing claw enables docking in zero-gravity environments, such as on planetary ring boulders

Port landing light

Main reactor bulb

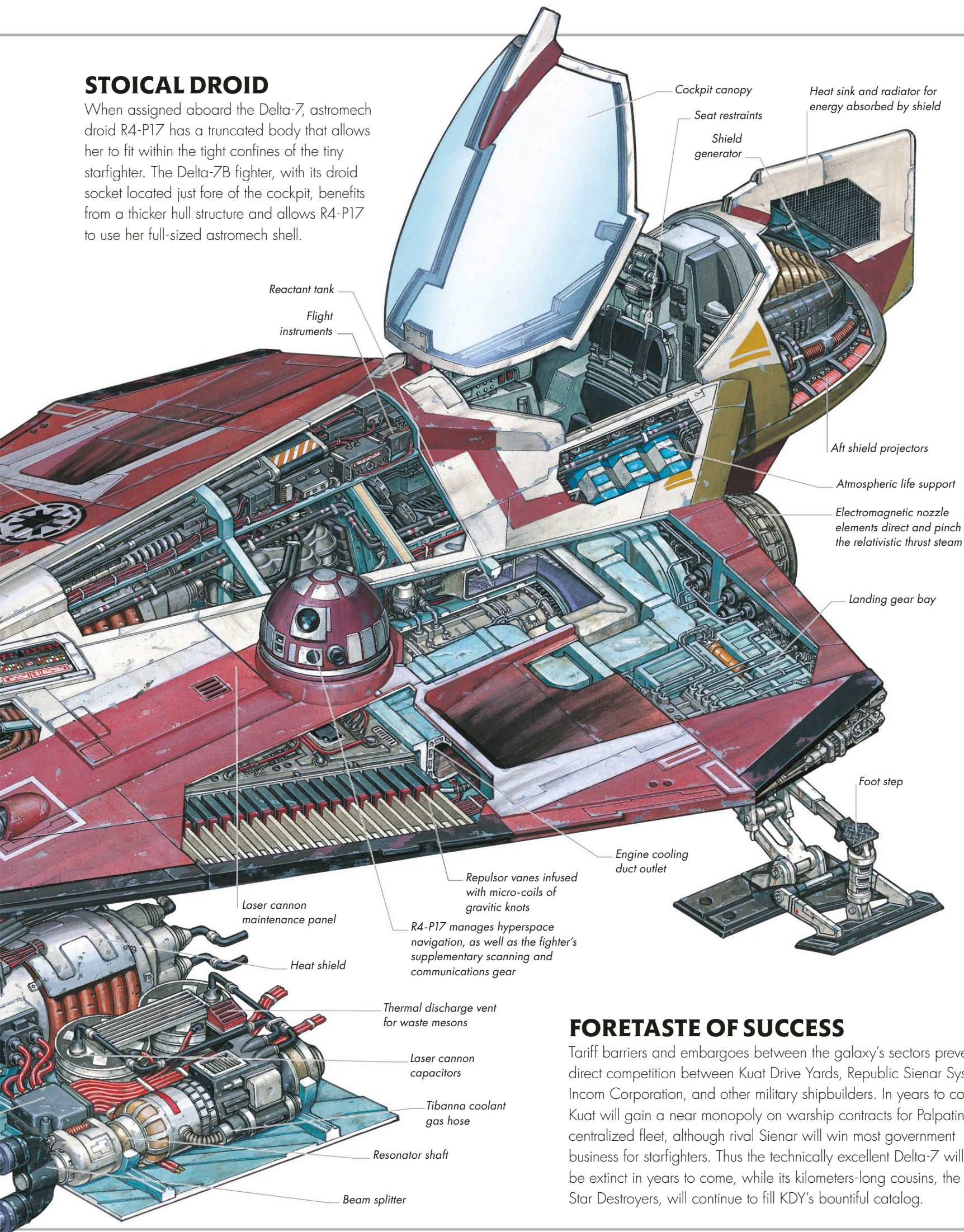
Forward ventral power tree

Power convertor

Dual laser cannon emitter muzzles

STOICAL DROID

When assigned aboard the Delta-7, astromech droid R4-P17 has a truncated body that allows her to fit within the tight confines of the tiny starfighter. The Delta-7B fighter, with its droid socket located just fore of the cockpit, benefits from a thicker hull structure and allows R4-P17 to use her full-sized astromech shell.



FORETASTE OF SUCCESS

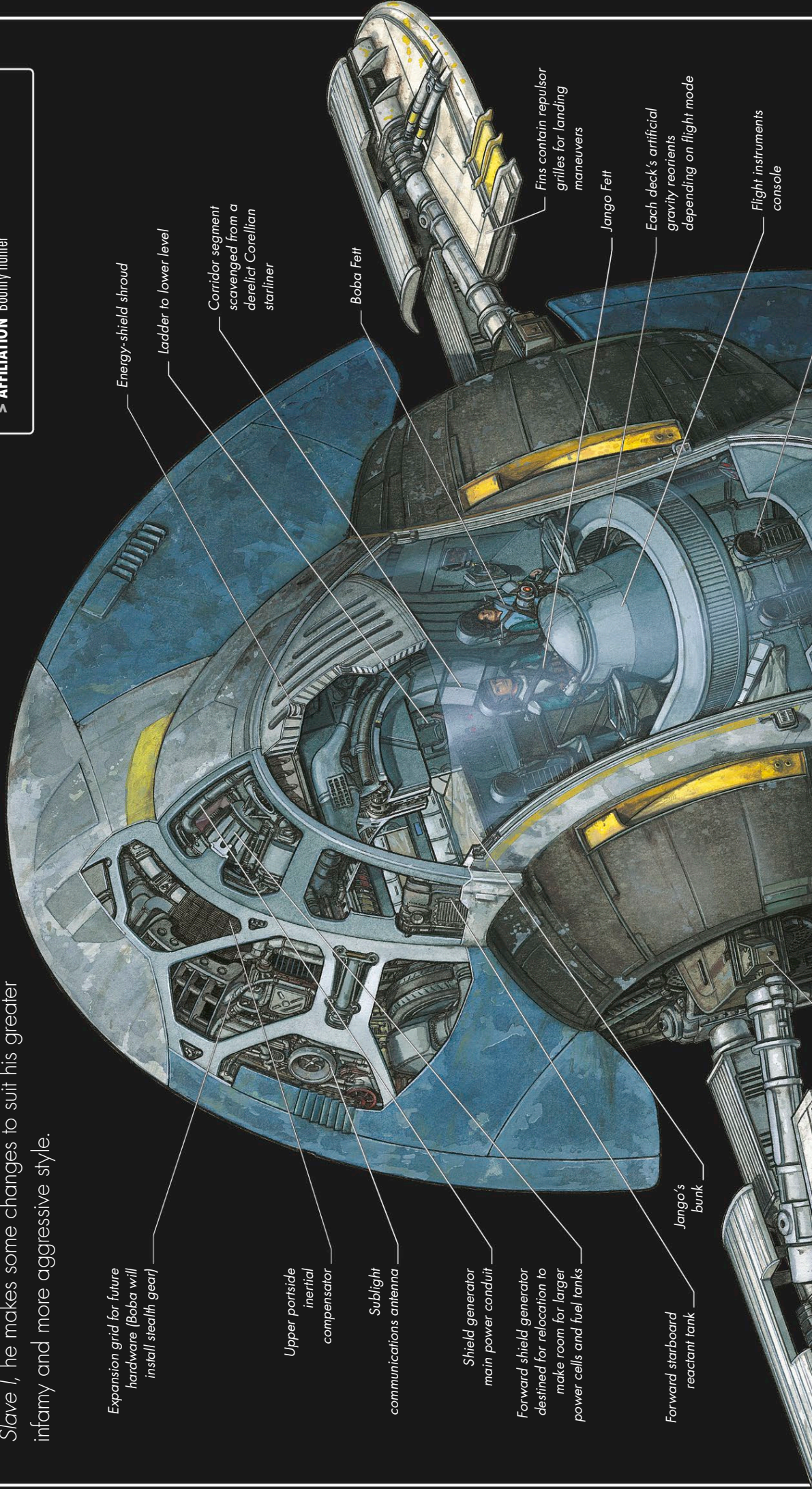
Tariff barriers and embargoes between the galaxy's sectors prevent direct competition between Kuat Drive Yards, Republic Sienar Systems, Incom Corporation, and other military shipbuilders. In years to come, Kuat will gain a near monopoly on warship contracts for Palpatine's centralized fleet, although rival Sienar will win most government business for starfighters. Thus the technically excellent Delta-7 will be extinct in years to come, while its kilometers-long cousins, the Star Destroyers, will continue to fill KDY's bountiful catalog.

JANGO FETT'S SLAVE I

Kuat Drive Yard's Firespray-class patrol craft saw only limited production, as it was too heavily armed for civilian use yet was underpowered by Kuat's home-defense standards. Furthermore, Firesprays proved too robust, modular, and user-serviceable to support a profitable post-sale maintenance business. Although bad for the manufacturer, these characteristics make it a perfect starship for independent bounty hunter Jango Fett. The notorious figure has customized the starship, so it is now viciously effective with superior shielding and a heavy arsenal of overt and hidden weapons. Jango favors *Slave I* for its nonthreatening appearance and the element of disguise it affords him; as one of the galaxy's most proficient mercenaries, he nonetheless chooses to work in discreet obscurity, remaining unrecognized by most highly placed security officers and criminals alike. When Jango's son Boba inherits *Slave I*, he makes some changes to suit his greater infamy and more aggressive style.

DATA FILE

- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** *Firespray*-class
- > **TYPE** Patrol craft
- > **DIMENSIONS** Length: 21.5 m (70 ft 6 in); wingspan: 21.3 m (69 ft 11 in); height (excluding guns): 7.8 m (25 ft 7 in)
- > **CREW** 1 pilot, 2 optional copilots/navigator/gunners (plus 2 seated passengers)
- > **WEAPONS** 2 blaster cannons, 2 laser cannons, 1 missile-launcher, 1 minelayer, other unknown weapons
- > **AFFILIATION** Bounty hunter



Expansion grid for future hardware (Boba will install stealth gear)

Upper portside inertial compensator

Sublight communications antenna

Shield generator main power conduit

Forward shield generator destined for relocation to make room for larger power cells and fuel tanks

Forward starboard reactant tank

Jango's bunk

Energy-shield shroud

Ladder to lower level

Corridor segment scavenged from a derelict Corellian starliner

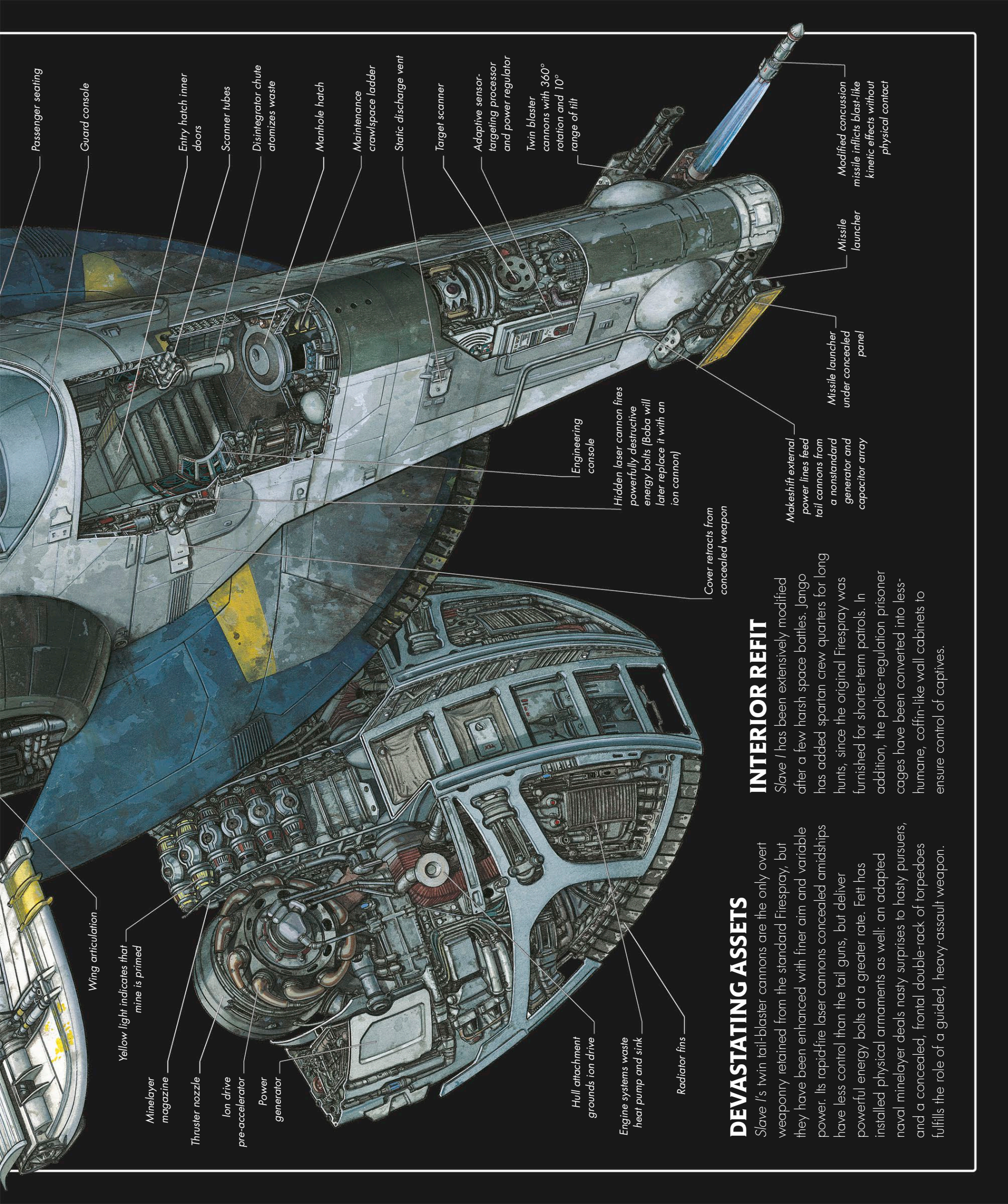
Boba Fett

Fins contain repulsor grilles for landing maneuvers

Jango Fett

Each deck's artificial gravity reorients depending on flight mode

Flight instruments console



Passenger seating

Guard console

Entry hatch inner doors

Scanner tubes

Disintegrator chute atomizes waste

Manhole hatch

Maintenance crawlspace ladder

Static discharge vent

Target scanner

Adaptive sensor-targeting processor and power regulator

Twin blaster cannons with 360° rotation and 10° range of tilt

Modified concussion missile inflicts blast-like kinetic effects without physical contact

Missile launcher

Missile launcher concealed under concealed panel

Engineering console

Hidden laser cannon fires powerfully destructive energy bolts (Boba will later replace it with an ion cannon)

Makeshift external power lines feed tail cannons from a nonstandard generator and capacitor array

Cover retracts from concealed weapon

INTERIOR REFIT

Slave I has been extensively modified after a few harsh space battles. Jango has added spartan crew quarters for long hunts, since the original Firespray was furnished for shorter-term patrols. In addition, the police-regulation prisoner cages have been converted into less-humane, coffin-like wall cabinets to ensure control of captives.

DEVASTATING ASSETS

Slave I's twin tail-blaster cannons are the only overt weaponry retained from the standard Firespray, but they have been enhanced with finer aim and variable power. Its rapid-fire laser cannons concealed amidships have less control than the tail guns, but deliver powerful energy bolts at a greater rate. Fett has installed physical armaments as well: an adapted naval minelayer deals nasty surprises to hasty pursuers, and a concealed, frontal double-rack of torpedoes fulfills the role of a guided, heavy-assault weapon.

Wing articulation

Yellow light indicates that mine is primed

Minelayer magazine

Thruster nozzle

Ion drive pre-accelerator

Power generator

Hull attachment grounds ion drive

Engine systems waste heat pump and sink

Radiator fins

Handle opens
sliding drawer
of pannier

Cooler
compartment lid

Water
bottles

Food storage (includes
crimplecress slices and
roasted duodecapede
leg sticks)

Lock-down lid handle

Thermally insulated casing
Straps secure luggage

FANCY FLYING

Swoops are not easy for novices to pilot. Steering vanes may have less influence on turning and speed than the weight and air resistance of the rider. Variable repulsorlift forces must also be understood: total output determines lift force, but its spread across the repulsor array affects balance.

Tarpaulin to cover large
loads, or act as
emergency shelter

Upper lid
fastener
strap

Rail on which
pannier interior
slides out

Bag of heads
for multi-tool

Portable
scanner

Versatile
multi-tool

Comlink

Seat cushion

Mask and
goggles for use
in sandstorms

Blaster for defense

Emergency
power pack

Pannier
mount frame

Rear steering
vanes

Reel for fishing
edible spiky shelled
duodecipedes out
of their burrows

Homing beacon/
geopositioner

Replaceable generator
core rod

DATA FILE

- > **MANUFACTURER** Mobquet Swoops and Speeders
- > **MODEL** Zephyr-G
- > **TYPE** Repulsor bike
- > **DIMENSIONS** Length: 3.68 m (12 ft); width: 0.66 m (2 ft); height: 0.72 m (2.4 ft)
- > **CREW** 1 pilot
- > **WEAPONS** None
- > **AFFILIATION** None

PRACTICAL MOBILITY

Affordable air-taxis, comfortable limousine speeders, reliable public air buses, and speeder trams meet most needs on urbanized planets. However, on underdeveloped worlds, owning a private vehicle is a vital aspect of personal independence. In the remote deserts of lawless Tatooine, farming youngsters like Owen Lars fly and repair swoops and speeders. Under the guise of helping out with the daily chores, many bored young people on lonely moisture farms seek much-needed excitement by driving the family vehicle, often at breakneck speeds.

Power
generator

Generator
vent

Generator
settings
switches

Jet pipe
heat shield

Ventral fins

Cable shroud

Pressure-activated
accelerator pedal

Fuel
filler

Antigrav
generator

Combustion chamber

Jet exhaust and
thrust pipe

Seven-stage
compressor

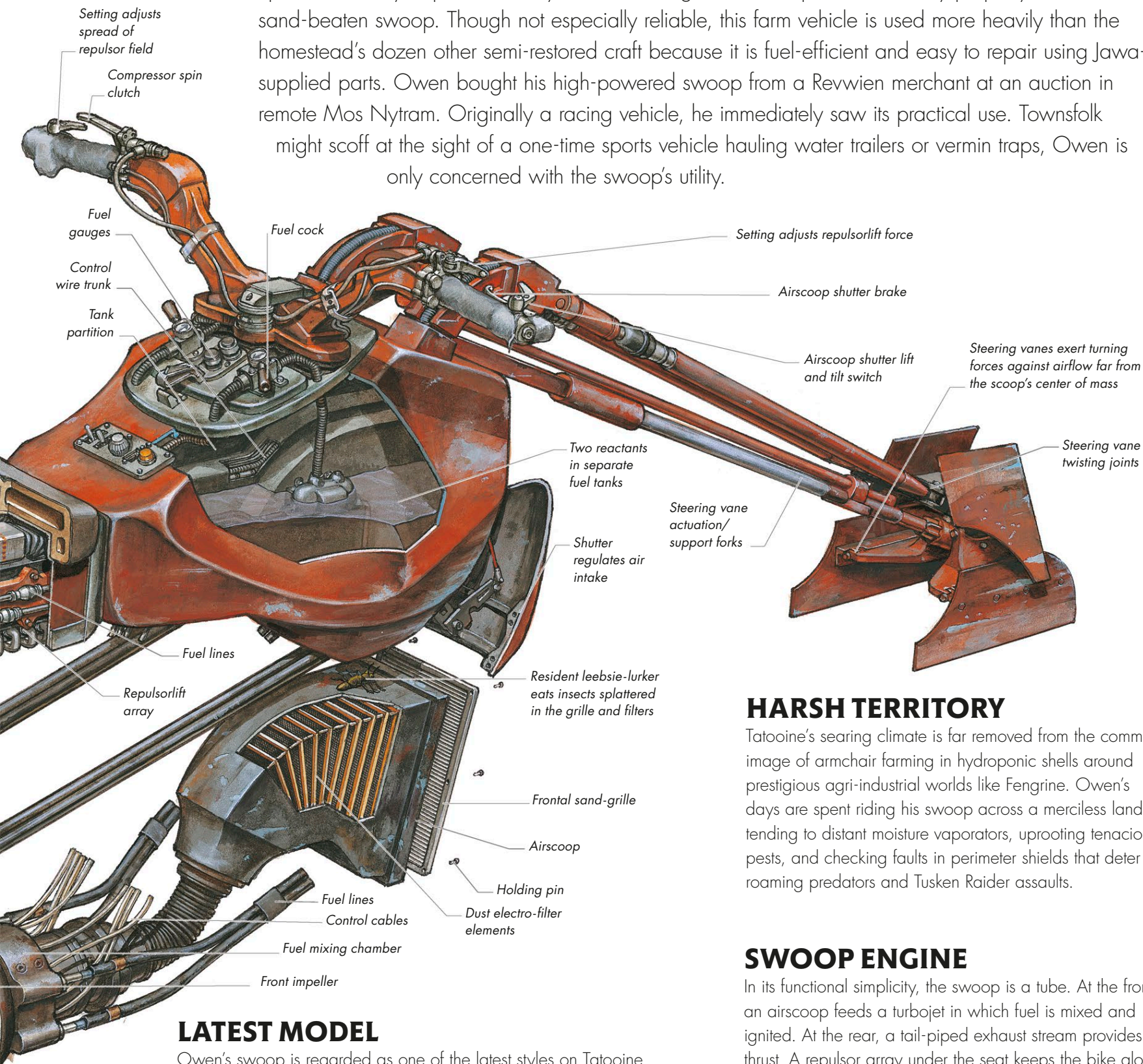
Igniter

Rear impeller

High-pressure
fuel lines

OWEN LARS' SWOOP BIKE

On desolate Tatooine, the implacable moisture farmers have a pragmatic appreciation of vehicles, upon which they depend for daily survival. Young Owen Lars patrols the family property on his fast, sand-beaten swoop. Though not especially reliable, this farm vehicle is used more heavily than the homestead's dozen other semi-restored craft because it is fuel-efficient and easy to repair using Jawa-supplied parts. Owen bought his high-powered swoop from a Revvien merchant at an auction in remote Mos Nytram. Originally a racing vehicle, he immediately saw its practical use. Townsfolk might scoff at the sight of a one-time sports vehicle hauling water trailers or vermin traps, Owen is only concerned with the swoop's utility.



LATEST MODEL

Owen's swoop is regarded as one of the latest styles on Tatooine, although it slid off an assembly line at least 20 years before his birth. Indeed, this model—and ones like it—had been in common use many years earlier on richer, more central worlds. Down the ages, technological fashions spread incredibly slowly through the galaxy's millions of inhabited systems.

HARSH TERRITORY

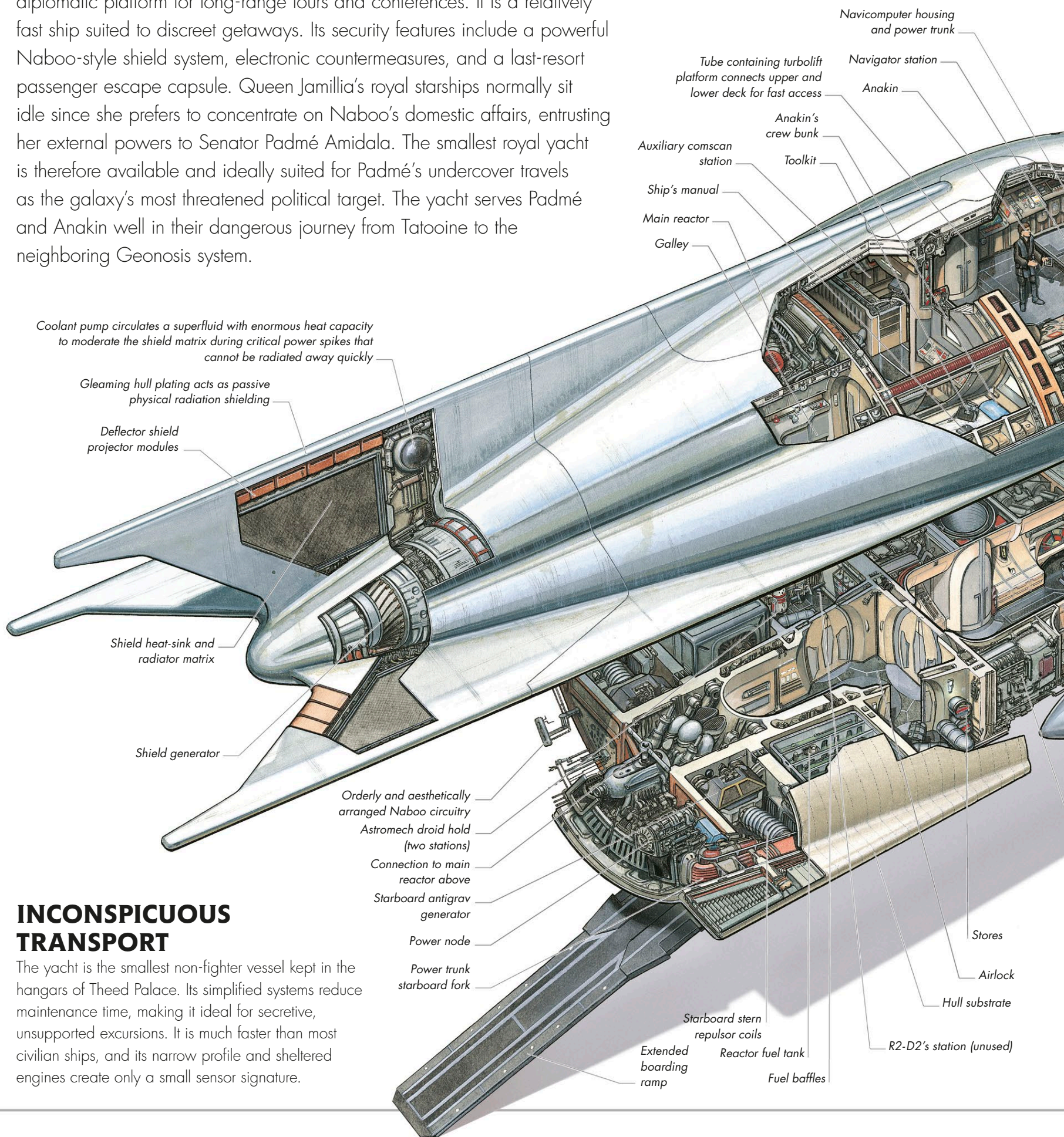
Tatooine's searing climate is far removed from the common image of armchair farming in hydroponic shells around prestigious agri-industrial worlds like Fengrine. Owen's days are spent riding his swoop across a merciless land, tending to distant moisture vaporators, uprooting tenacious pests, and checking faults in perimeter shields that deter roaming predators and Tusken Raider assaults.

SWOOP ENGINE

In its functional simplicity, the swoop is a tube. At the front, an airscoop feeds a turbojet in which fuel is mixed and ignited. At the rear, a tail-piped exhaust stream provides thrust. A repulsor array under the seat keeps the bike aloft, and is sustained by basic power cells and a generator. The only moving parts are the fans and gears of the compressor. These mechanisms are protected from abrasive sand and dust by a coarse grille at the airscoop mouth, followed by multiple electrostatic filters.

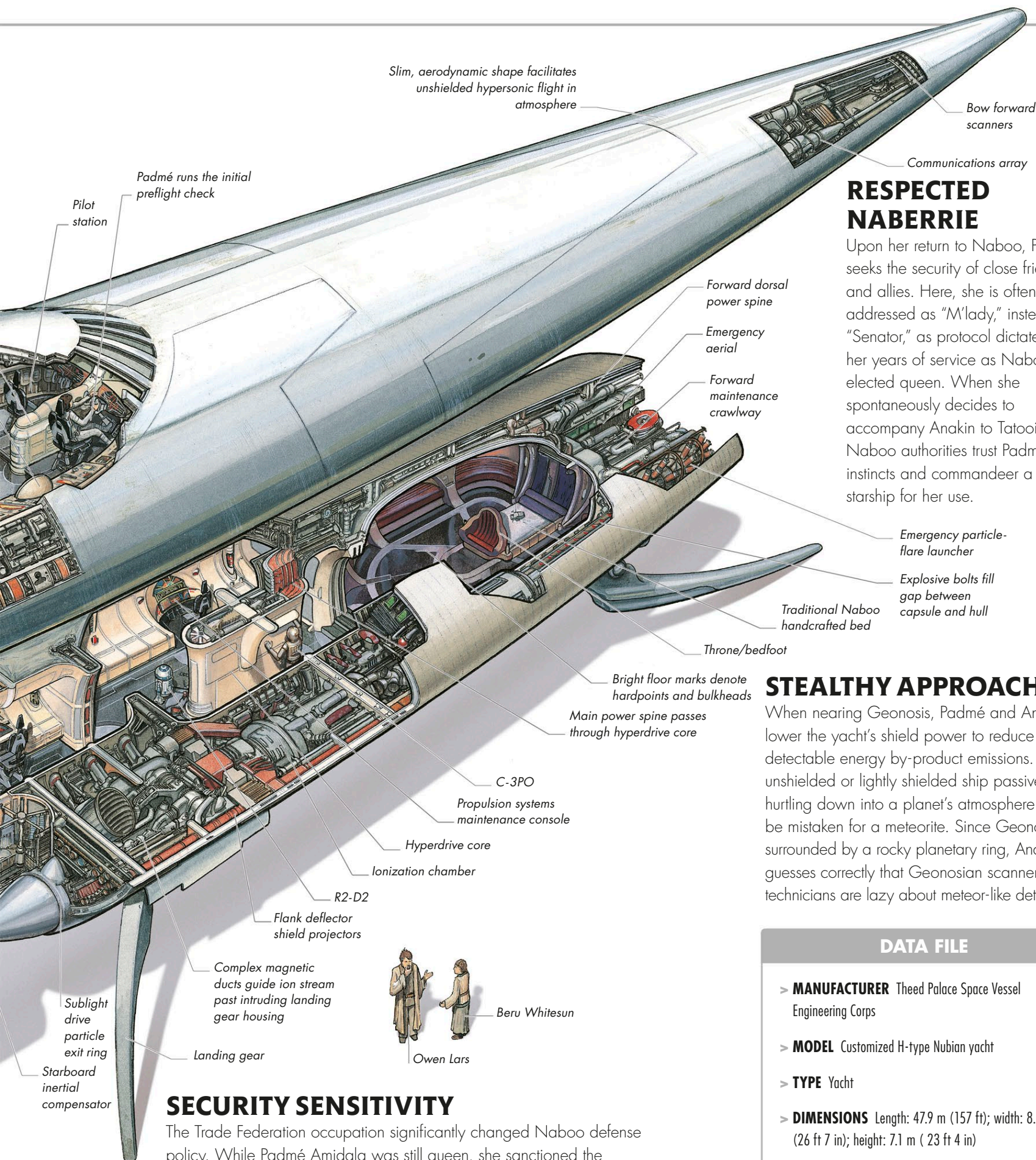
PADMÉ'S STARSHIP

This slim yacht from the royal hangars of Naboo is not a spacious diplomatic platform for long-range tours and conferences. It is a relatively fast ship suited to discreet getaways. Its security features include a powerful Naboo-style shield system, electronic countermeasures, and a last-resort passenger escape capsule. Queen Jamillia's royal starships normally sit idle since she prefers to concentrate on Naboo's domestic affairs, entrusting her external powers to Senator Padmé Amidala. The smallest royal yacht is therefore available and ideally suited for Padmé's undercover travels as the galaxy's most threatened political target. The yacht serves Padmé and Anakin well in their dangerous journey from Tatooine to the neighboring Geonosis system.



INCONSPICUOUS TRANSPORT

The yacht is the smallest non-fighter vessel kept in the hangars of Theed Palace. Its simplified systems reduce maintenance time, making it ideal for secretive, unsupported excursions. It is much faster than most civilian ships, and its narrow profile and sheltered engines create only a small sensor signature.



RESPECTED NABERRIE

Upon her return to Naboo, Padmé seeks the security of close friends and allies. Here, she is often addressed as "M'lady," instead of "Senator," as protocol dictates given her years of service as Naboo's elected queen. When she spontaneously decides to accompany Anakin to Tatooine, the Naboo authorities trust Padmé's instincts and commandeer a royal starship for her use.

STEALTHY APPROACH

When nearing Geonosis, Padmé and Anakin lower the yacht's shield power to reduce easily detectable energy by-product emissions. An unshielded or lightly shielded ship passively hurtling down into a planet's atmosphere might be mistaken for a meteorite. Since Geonosis is surrounded by a rocky planetary ring, Anakin guesses correctly that Geonosian scanner technicians are lazy about meteor-like detections.

DATA FILE

- > **MANUFACTURER** Theed Palace Space Vessel Engineering Corps
- > **MODEL** Customized H-type Nubian yacht
- > **TYPE** Yacht
- > **DIMENSIONS** Length: 47.9 m (157 ft); width: 8.1 m (26 ft 7 in); height: 7.1 m (23 ft 4 in)
- > **CREW** 1 pilot, 1 copilot, 2 astromech droids, 1 optional navigator, 1 optional comscan plus shield operator
- > **WEAPONS** None
- > **AFFILIATION** Royal House of Naboo

SECURITY SENSITIVITY

The Trade Federation occupation significantly changed Naboo defense policy. While Padmé Amidala was still queen, she sanctioned the installation of an ion pulse defense weapon in Theed, in case the city was attacked again. In fact, the need for such effective, if discreet, homeworld defenses is popularly supported. Captain Panaka, an advocate for stronger defenses, has a healthy supply of volunteers for his security forces, and Theed Palace engineers are designing a steady series of new starships to convey their dignitaries.

TRADE FEDERATION CORE SHIP

VERTICAL ORGANIZATION

The hierarchical arrangement of habitable areas on a core ship matches that of Neimoidian hives. The control bridges, executive suites, and treasuries are concentrated in the globe's upper pole and towers. Deeper levels are for junior managers, publicists, brokers, and droid storage. The lowest decks contain engineering areas and conference rooms for meeting outsiders; like the unfavorably dry and hot basements of Neimoidian warrens, these decks are shunned by high-ranking officials.

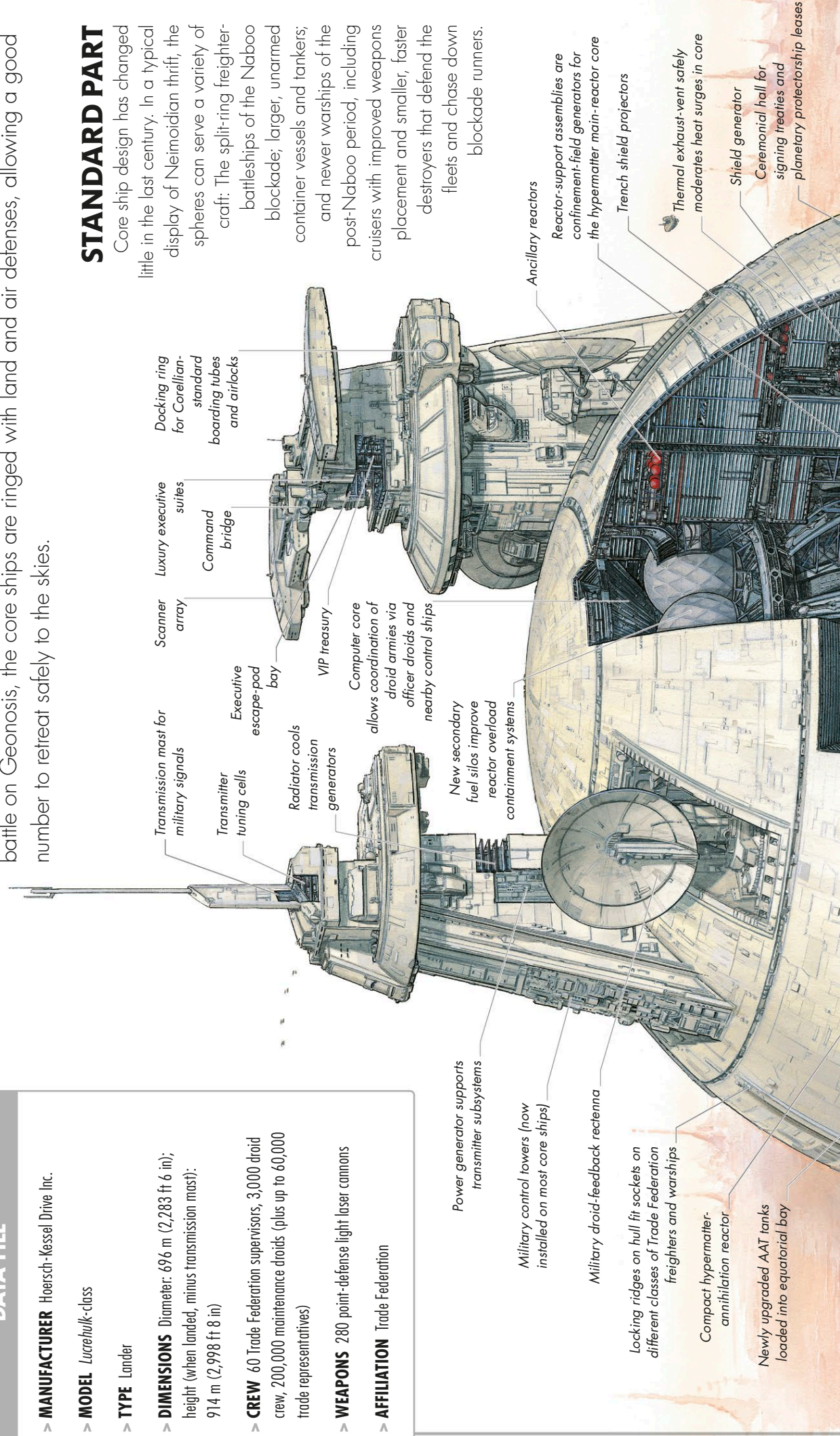
With its fleets of freighter-battleships, the Neimoidian Trade Federation is well-equipped to be one of the powerful merchant factions behind the advent of the Clone Wars. The heart and brain of each battleship is a detachable core ship, which comprises a massive central computer and multiple power systems. These huge ships are serviced in special landing pits on planets affiliated to the Trade Federation, while the delicate cargo arms and engine blocks remain in orbit. The core ships' ion-drive nozzles provide basic steering and slow acceleration, allowing them to dock in powerful antigravity repulsorlift cushions, with eight landing legs for stability. Scores of these ships are grounded on Geonosis, where they are being upgraded for coordination with the newly enhanced Baktoid droid armies. During the battle on Geonosis, the core ships are ringed with land and air defenses, allowing a good number to retreat safely to the skies.

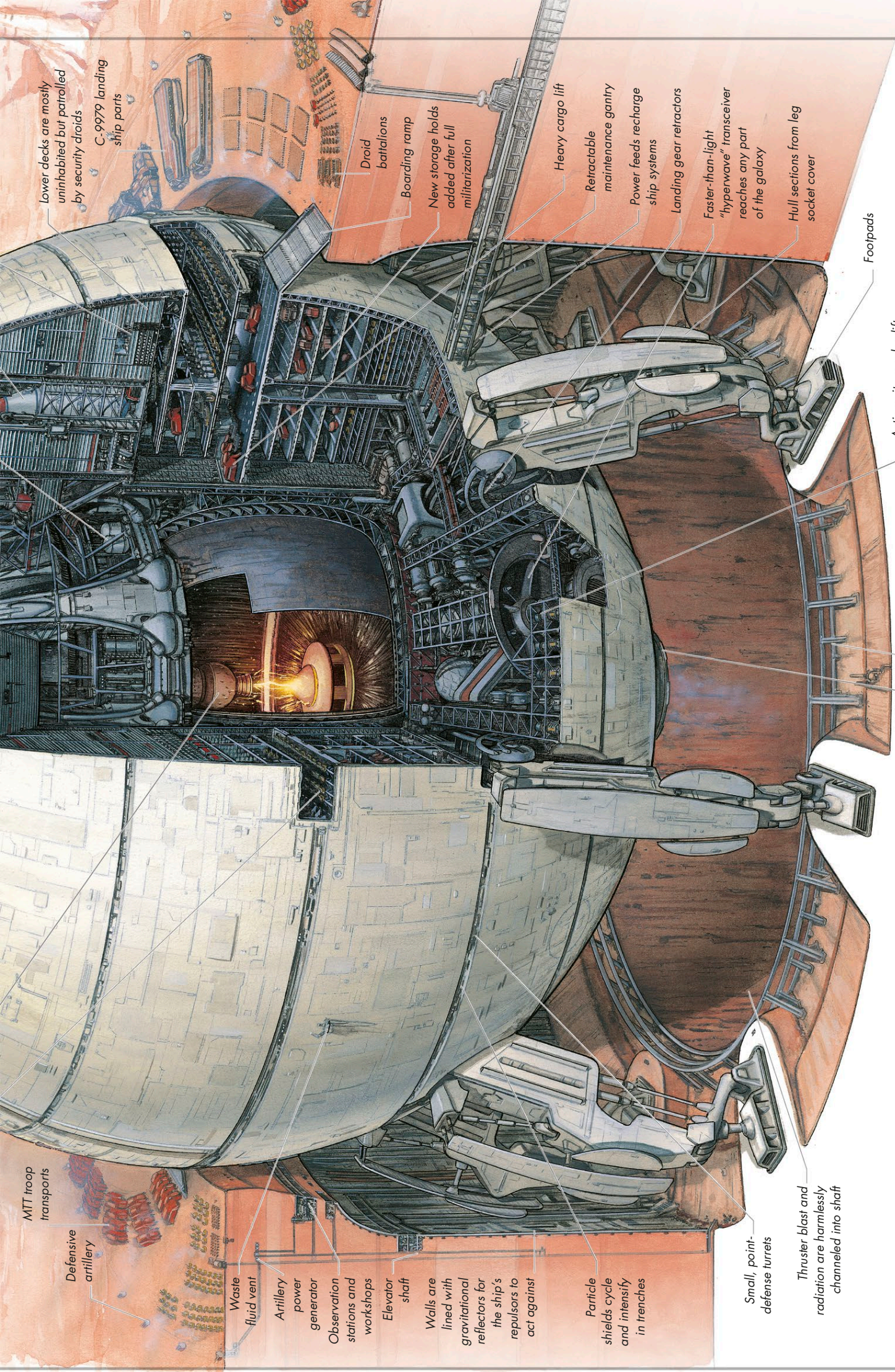
DATA FILE

- > **MANUFACTURER** Hoersch-Kessel Drive Inc.
- > **MODEL** *Lucrehulk*-class
- > **TYPE** Lander
- > **DIMENSIONS** Diameter: 696 m (2,283 ft 6 in); height (when landed, minus transmission mast): 914 m (2,998 ft 8 in)
- > **CREW** 60 Trade Federation supervisors, 3,000 droid crew, 200,000 maintenance droids (plus up to 60,000 trade representatives)
- > **WEAPONS** 280 point-defense light laser cannons
- > **AFFILIATION** Trade Federation

STANDARD PART

Core ship design has changed little in the last century. In a typical display of Neimoidian thrift, the spheres can serve a variety of craft: The split-ring freighter-battleships of the Naboo blockade; larger, unarmed container vessels and tankers; and newer warships of the post-Naboo period, including cruisers with improved weapons placement and smaller, faster destroyers that defend the fleets and chase down blockade runners.





MTT troop transports

Defensive artillery

Waste fluid vent

Artillery power generator

Observation stations and workshops

Elevator shaft

Walls are lined with gravitational reflectors for the ship's repulsors to act against

Particle shields cycle and intensify in trenches

Small, point-defense turrets

Thruster blast and radiation are harmlessly channeled into shaft

Lower decks are mostly uninhabited but patrolled by security droids

C. 9979 landing ship parts

Droid battalions

Boarding ramp

New storage holds added after full militarization

Heavy cargo lift

Retractable maintenance gantry

Power feeds recharge ship systems

Landing gear retractors

Faster-than-light "hypervave" transceiver reaches any part of the galaxy

Hull sections from leg socket cover

Footpads

Antigravity repulsorlift suspensors

Ventral thruster extends out of a lower hatch

Rings project one-way force field that confines harmful radiation from the ship's exhaust in the blast shaft

HYPERLANE CONTROL

Core ships' navicomputers contain precious interstellar data charts. In bygone ages, governments and private agencies shared such information publicly, but now the Trade Federation aggressively protects this valuable data. As changes in astronomical conditions can make routes unsafe, the Trade Federation is gaining a virtual transportation monopoly over parts of the galaxy. Now, only the Jedi and the Galactic Senate can maintain more comprehensive charts.

NEW ALLY

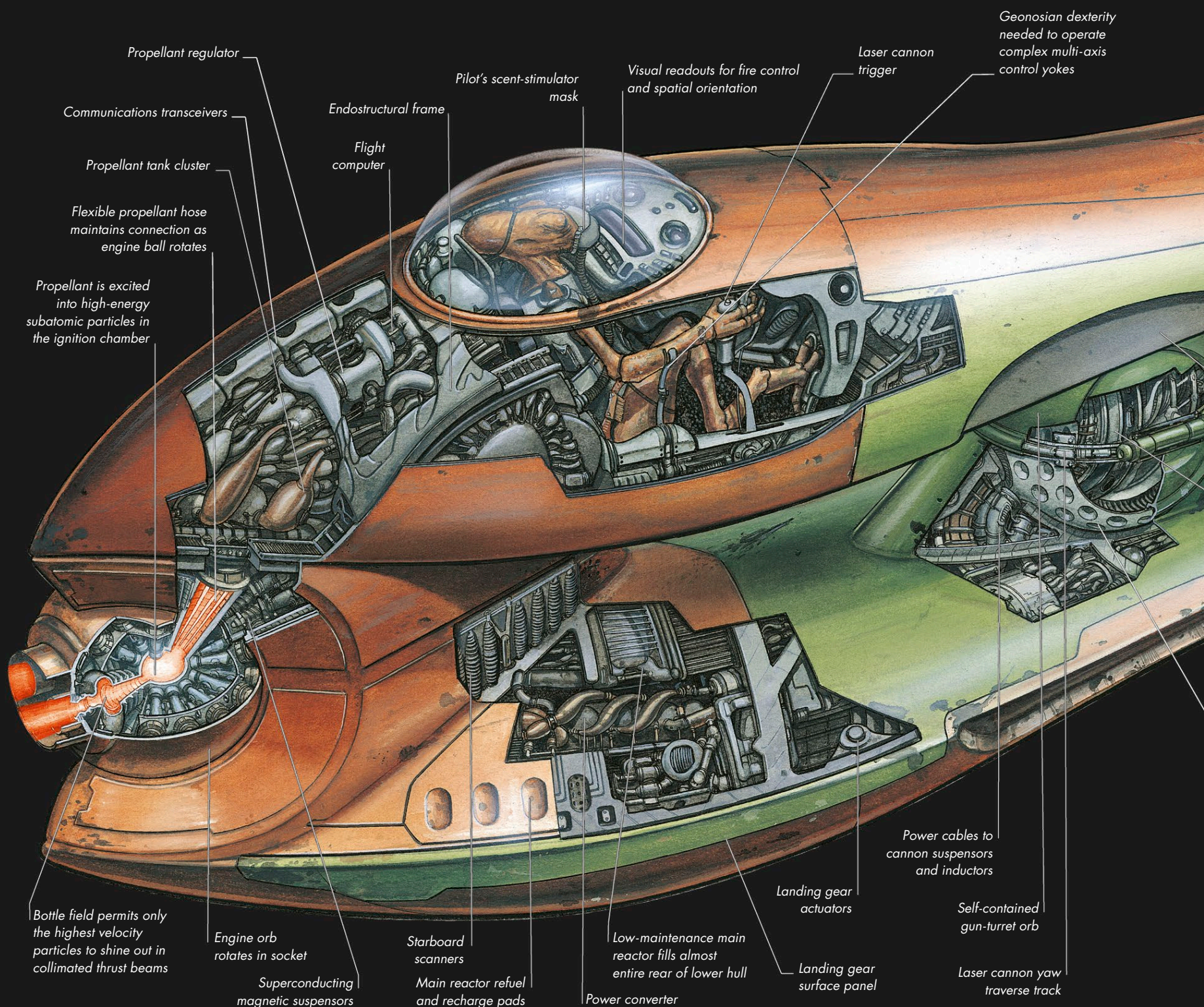
After more than a decade of promoting its own trade interests by underhanded means, the Trade Federation recognizes the strategic value of Count Dooku. As a persuasive orator with a zealous following on thousands of worlds, he is fostering disunity throughout the galaxy—and, as Nute Gunray knows, weak governments are good for business.

GEONOSIAN FIGHTER

During the climactic battle with the Republic, the Geonosians launch thousands of standby *Nantex*-class starfighters to break the Republic's orbital cordon blocking Corporate Alliance ground reinforcements. These fightercraft combine high linear acceleration with phenomenal maneuverability as a result of the frictionless rotating mount of their thrusters. Despite their superior agility, few fighters are exported, since Geonosian senses and articulation differ from the galaxy's majority humanoid population, so the ships are difficult for other species to pilot.

FLEXIBLE FRAMEWORK

Geonosian starship frames are built from long strings of laminasteel, which can be woven and wrapped at high temperatures, binding together the ship's components. The frame cools to a metallic hardness, yet the bonds can momentarily yield and rebound enough to survive impacts that would break a more rigidly constituted vessel.



DATA FILE

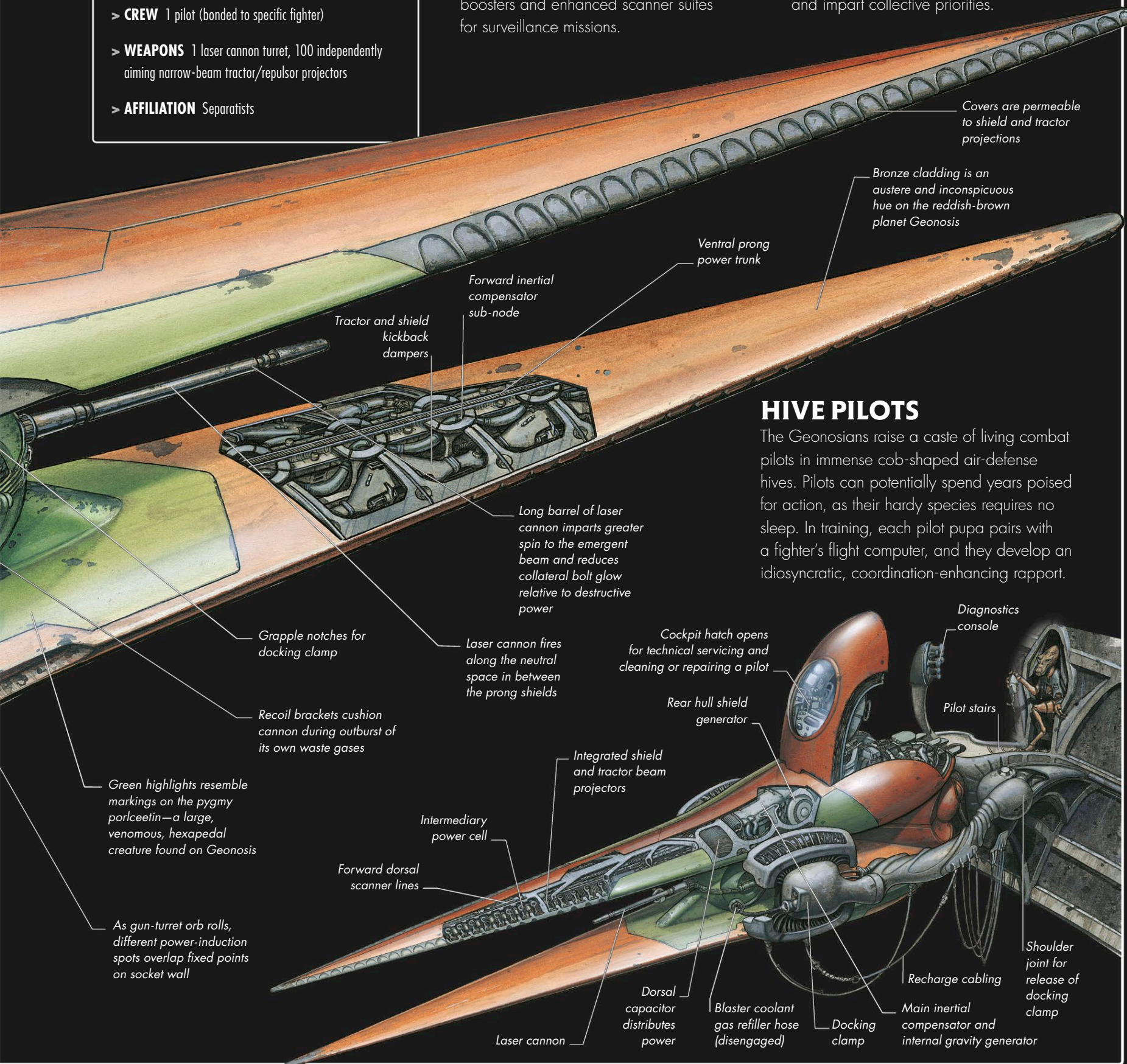
- > **MANUFACTURER** Huppla Pasa Tisc Shipwrights Collective
- > **MODEL** Nantex-class
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 9.8 m (32 ft 2 in); width: 1.9 m (6 ft 3 in); height (excluding cockpit bubble): 2.2 m (7 ft 3 in)
- > **CREW** 1 pilot (bonded to specific fighter)
- > **WEAPONS** 1 laser cannon turret, 100 independently aiming narrow-beam tractor/repulsor projectors
- > **AFFILIATION** Separatists

MODULAR ORBS

Two of the most distinctive design features of the Geonosian fighter are its gun turret and engine orb. These are magnetically suspended and inductively powered without direct contact with the rest of the ship. The sockets can be fitted with alternative modules such as engine boosters and enhanced scanner suites for surveillance missions.

FLYING BY NOSE

An advanced scent stimulator in the pilot's mask exploits the acute Geonosian sense of smell to convey flight status feedback. The mask also sprays subverbal pheromone signals so that air marshals and flight controllers can remotely modify the pilot's mood and impart collective priorities.



Covers are permeable to shield and tractor projections

Bronze cladding is an austere and inconspicuous hue on the reddish-brown planet Geonosis

Ventral prong power trunk

Forward inertial compensator sub-node

Tractor and shield kickback dampers

Long barrel of laser cannon imparts greater spin to the emergent beam and reduces collateral bolt glow relative to destructive power

Grapple notches for docking clamp

Laser cannon fires along the neutral space in between the prong shields

Recoil brackets cushion cannon during outburst of its own waste gases

Green highlights resemble markings on the pygmy porlceetin—a large, venomous, hexapedal creature found on Geonosis

As gun-turret orb rolls, different power-induction spots overlap fixed points on socket wall

HIVE PILOTS

The Geonosians raise a caste of living combat pilots in immense cob-shaped air-defense hives. Pilots can potentially spend years poised for action, as their hardy species requires no sleep. In training, each pilot pupa pairs with a fighter's flight computer, and they develop an idiosyncratic, coordination-enhancing rapport.

Diagnostics console

Cockpit hatch opens for technical servicing and cleaning or repairing a pilot

Rear hull shield generator

Pilot stairs

Integrated shield and tractor beam projectors

Intermediary power cell

Forward dorsal scanner lines

Dorsal capacitor distributes power

Blaster coolant gas refiller hose (disengaged)

Docking clamp

Recharge cabling

Main inertial compensator and internal gravity generator

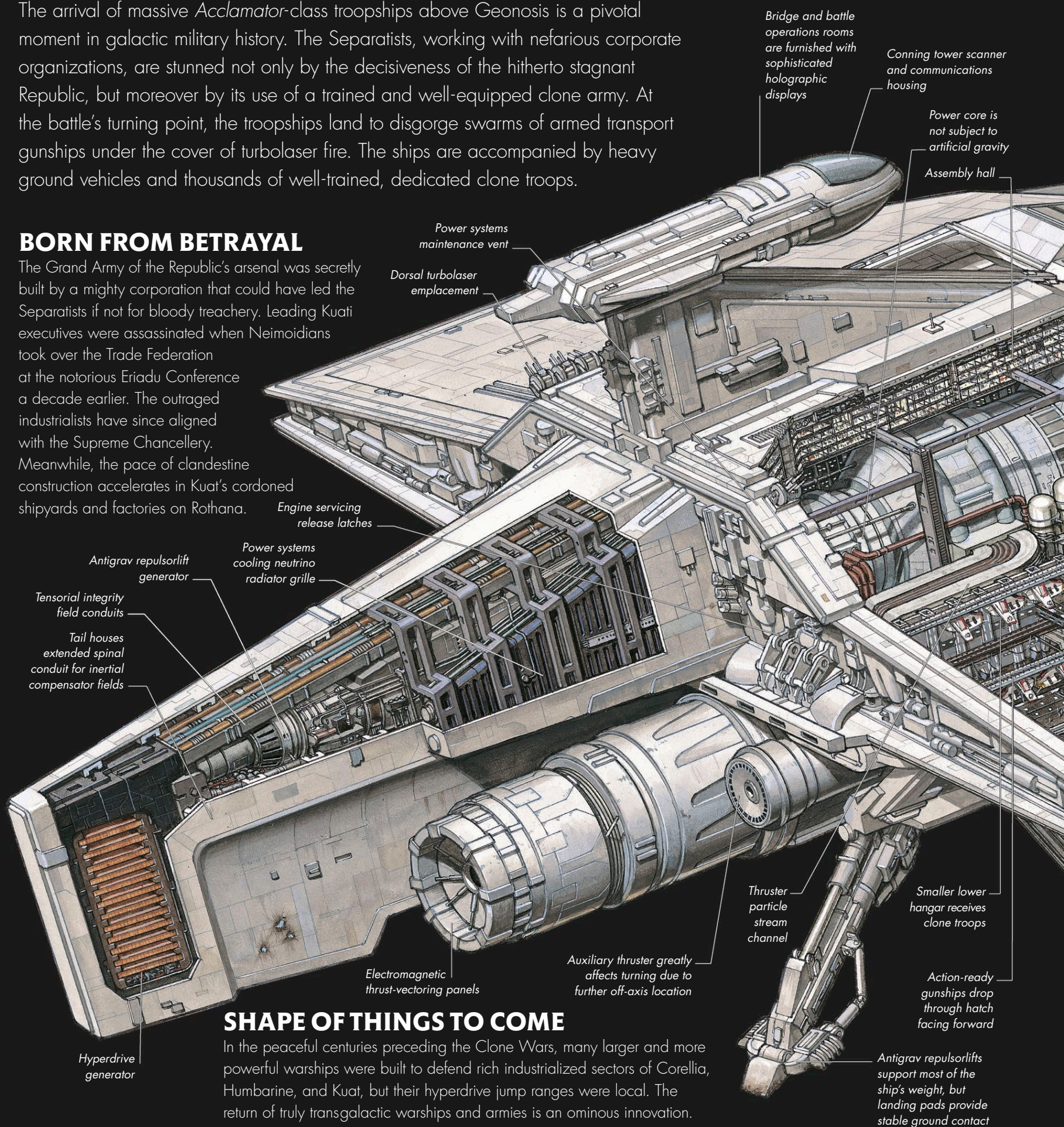
Shoulder joint for release of docking clamp

REPUBLIC ASSAULT SHIP

The arrival of massive *Acclamator*-class troopships above Geonosis is a pivotal moment in galactic military history. The Separatists, working with nefarious corporate organizations, are stunned not only by the decisiveness of the hitherto stagnant Republic, but moreover by its use of a trained and well-equipped clone army. At the battle's turning point, the troopships land to disgorge swarms of armed transport gunships under the cover of turbolaser fire. The ships are accompanied by heavy ground vehicles and thousands of well-trained, dedicated clone troops.

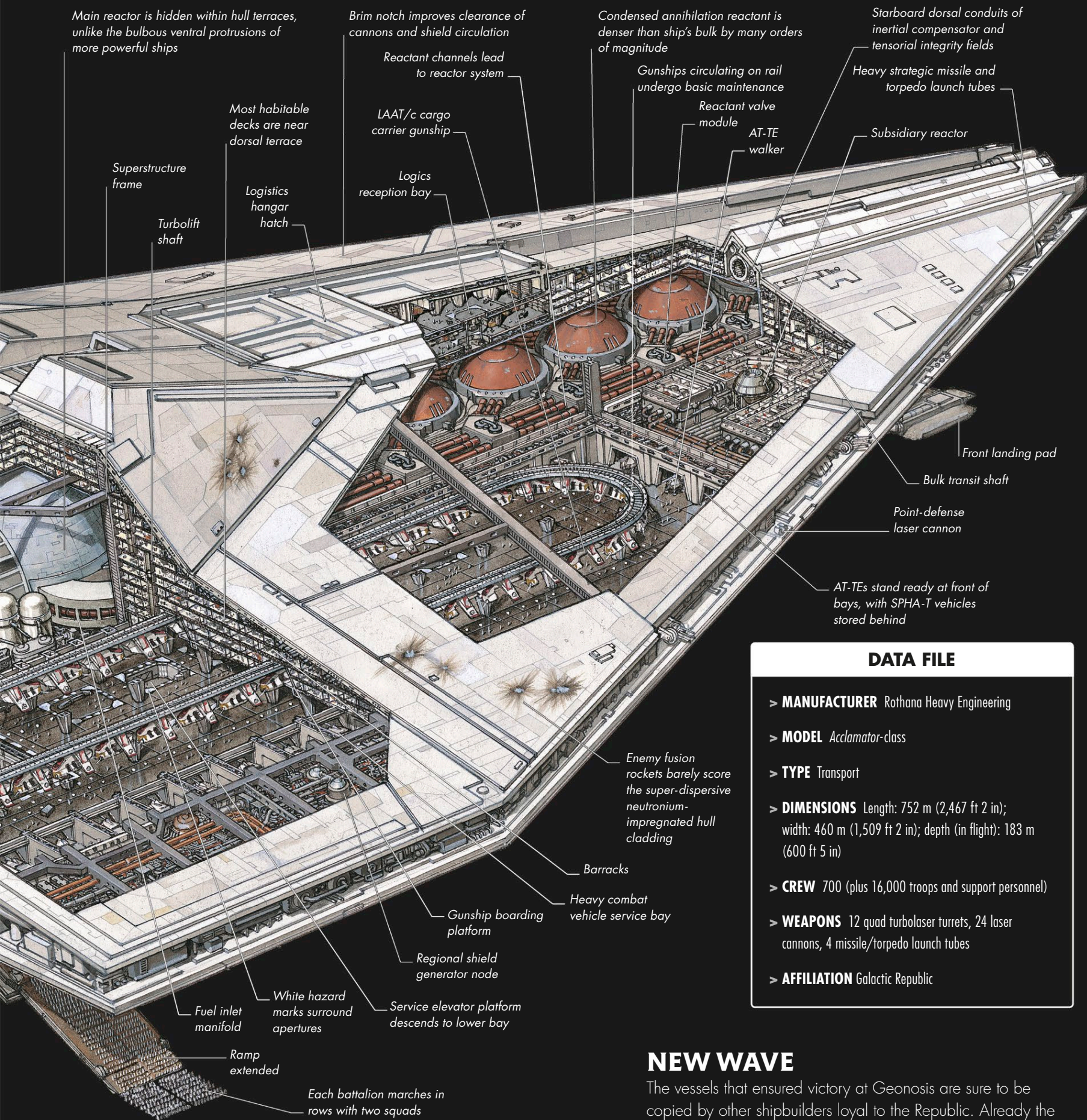
BORN FROM BETRAYAL

The Grand Army of the Republic's arsenal was secretly built by a mighty corporation that could have led the Separatists if not for bloody treachery. Leading Kuati executives were assassinated when Neimoidians took over the Trade Federation at the notorious Eriadu Conference a decade earlier. The outraged industrialists have since aligned with the Supreme Chancellor. Meanwhile, the pace of clandestine construction accelerates in Kuat's cordoned shipyards and factories on Rothana.



SHAPE OF THINGS TO COME

In the peaceful centuries preceding the Clone Wars, many larger and more powerful warships were built to defend rich industrialized sectors of Corellia, Humbarine, and Kuat, but their hyperdrive jump ranges were local. The return of truly transgalactic warships and armies is an ominous innovation.



DATA FILE

- > **MANUFACTURER** Rothana Heavy Engineering
- > **MODEL** *Acclamator-class*
- > **TYPE** Transport
- > **DIMENSIONS** Length: 752 m (2,467 ft 2 in); width: 460 m (1,509 ft 2 in); depth (in flight): 183 m (600 ft 5 in)
- > **CREW** 700 (plus 16,000 troops and support personnel)
- > **WEAPONS** 12 quad turbolaser turrets, 24 laser cannons, 4 missile/torpedo launch tubes
- > **AFFILIATION** Galactic Republic

SUPPORTIVE MOTHERSHIP

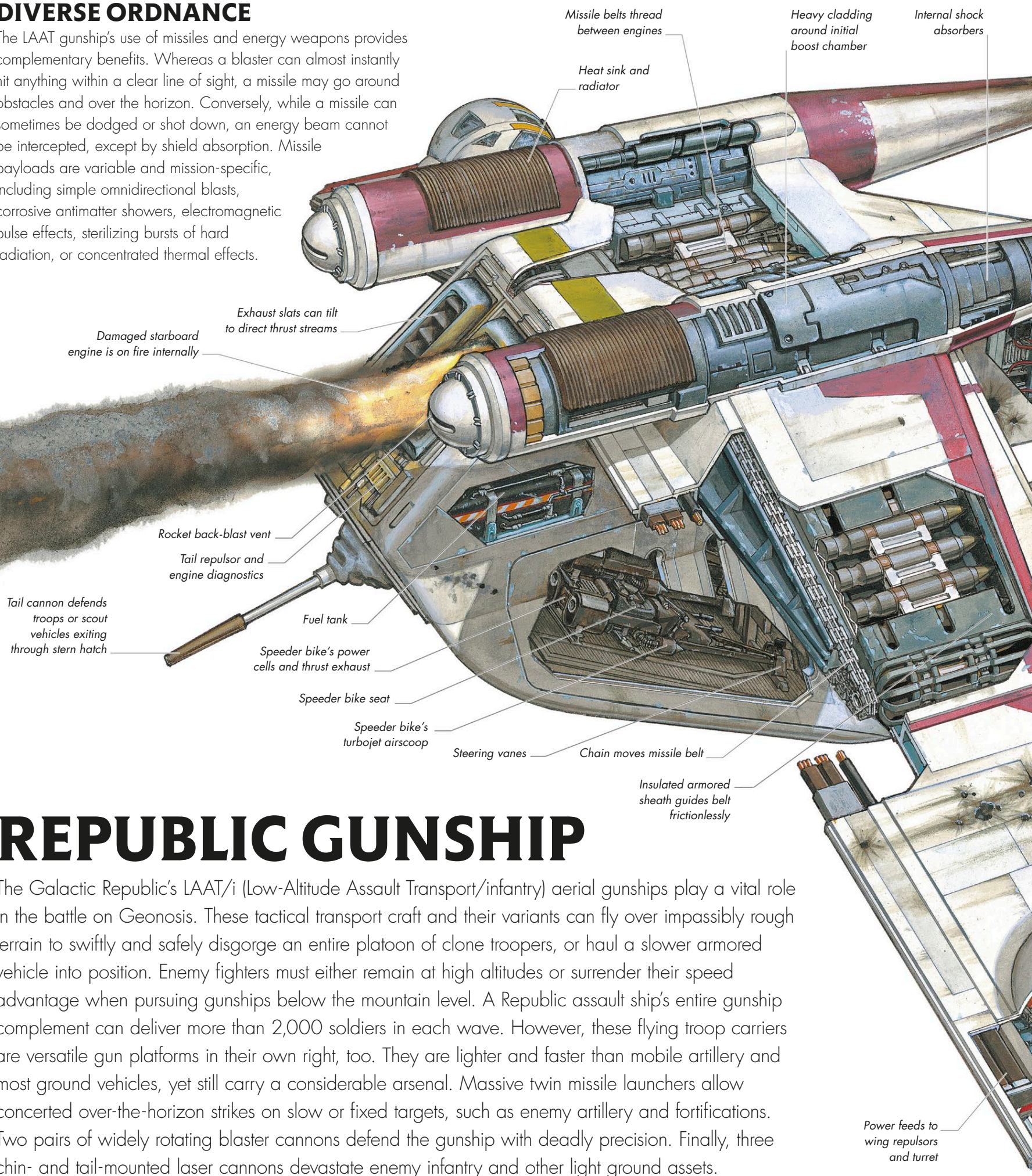
Orbital bombardments with high-yield proton torpedoes and surgical turbolaser strikes hit enemy fortifications when capture is not a priority. Armies entrenched deep underground may be subject to a last-resort "Base Delta Zero" fleet bombardment, reducing the upper crust of a planet to molten slag.

NEW WAVE

The vessels that ensured victory at Geonosis are sure to be copied by other shipbuilders loyal to the Republic. Already the Arch-Provost of Rendili and the Commissars of Grizmallt have ordered countless industrial spies and starship designers to reduce Kuat's competitive lead for the Galactic Republic's new contracts. Rendili's extensive system of smaller shipyards across the Mid and Outer Rims of the galaxy are a strong advantage that may give them temporary ascendancy.

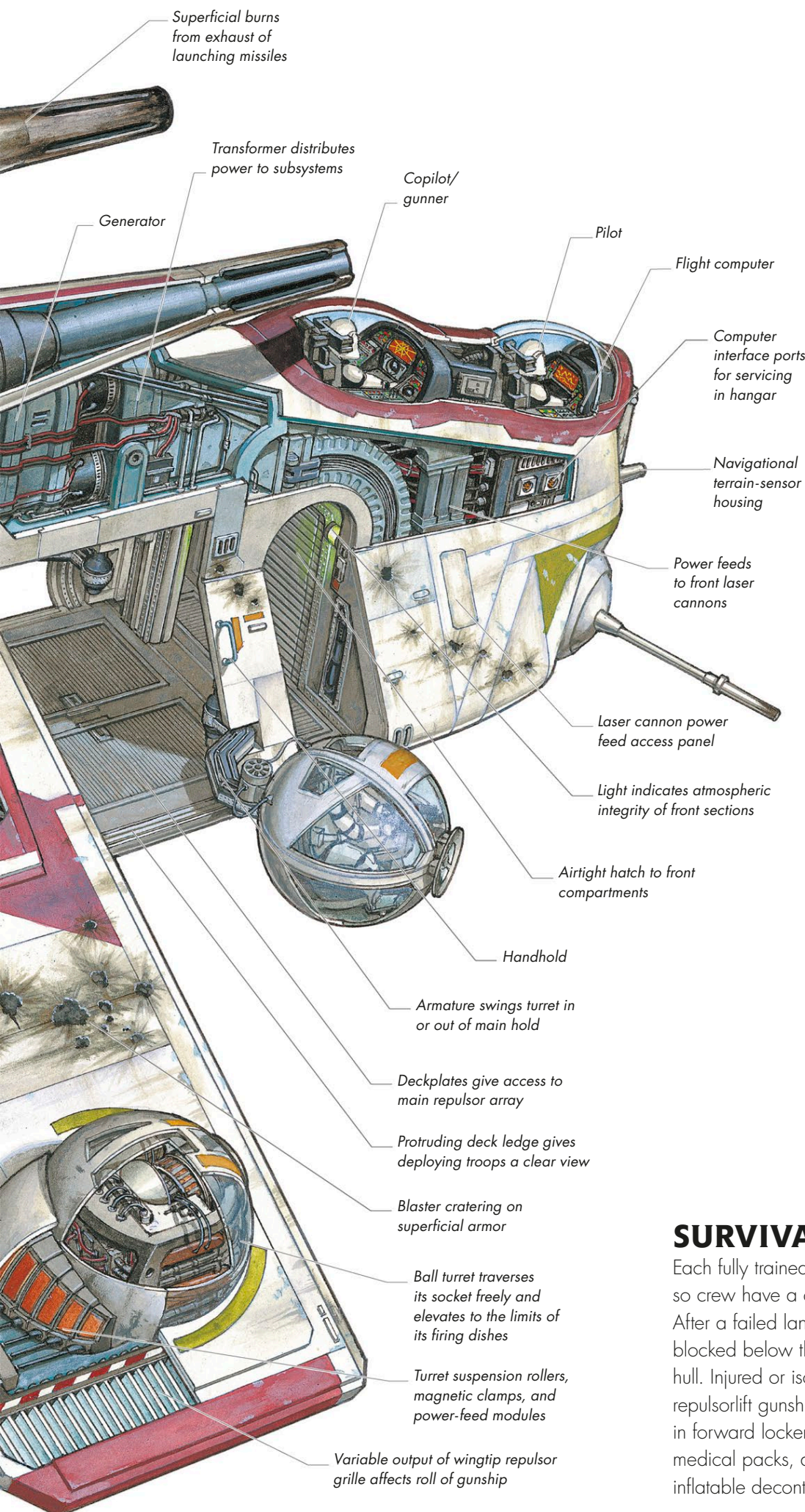
DIVERSE ORDNANCE

The LAAT gunship's use of missiles and energy weapons provides complementary benefits. Whereas a blaster can almost instantly hit anything within a clear line of sight, a missile may go around obstacles and over the horizon. Conversely, while a missile can sometimes be dodged or shot down, an energy beam cannot be intercepted, except by shield absorption. Missile payloads are variable and mission-specific, including simple omnidirectional blasts, corrosive antimatter showers, electromagnetic pulse effects, sterilizing bursts of hard radiation, or concentrated thermal effects.



REPUBLIC GUNSHIP

The Galactic Republic's LAAT/i (Low-Altitude Assault Transport/infantry) aerial gunships play a vital role in the battle on Geonosis. These tactical transport craft and their variants can fly over impassibly rough terrain to swiftly and safely disgorge an entire platoon of clone troopers, or haul a slower armored vehicle into position. Enemy fighters must either remain at high altitudes or surrender their speed advantage when pursuing gunships below the mountain level. A Republic assault ship's entire gunship complement can deliver more than 2,000 soldiers in each wave. However, these flying troop carriers are versatile gun platforms in their own right, too. They are lighter and faster than mobile artillery and most ground vehicles, yet still carry a considerable arsenal. Massive twin missile launchers allow concerted over-the-horizon strikes on slow or fixed targets, such as enemy artillery and fortifications. Two pairs of widely rotating blaster cannons defend the gunship with deadly precision. Finally, three chin- and tail-mounted laser cannons devastate enemy infantry and other light ground assets.



DATA FILE

- > **MANUFACTURER** Rothana Heavy Engineering
- > **MODEL** LAAT/i (Low-Altitude Assault Transport/infantry)
- > **TYPE** Lander
- > **DIMENSIONS** Length (clearance with guns): 17.4 m (57 ft); wingspan: 17 m (55 ft 9 in); depth: 6.1 m (20 ft)
- > **CREW** 1 pilot, 1 copilot/gunner, 2 auxiliary turret gunners (plus up to 30 clone troopers)
- > **WEAPONS** 3 antipersonnel turrets (2 front; 1 back, 2 mass-driver missile launchers (variable payload), 4 composite-beam, pinpoint laser turrets (2 manned; 2 remote), 8 light air-to-air rockets
- > **AFFILIATION** Galactic Republic

COMPOSITE BEAM TURRETS

The wing and armature-mounted ball turrets enjoy a wide field of rotation in order to strike targets both above and below the horizontal plane. They are intended for defense against airborne hostiles. The merger of precisely synchronized tributary beams confers pinpoint aiming precision far beyond that of the turret's physical rotation.

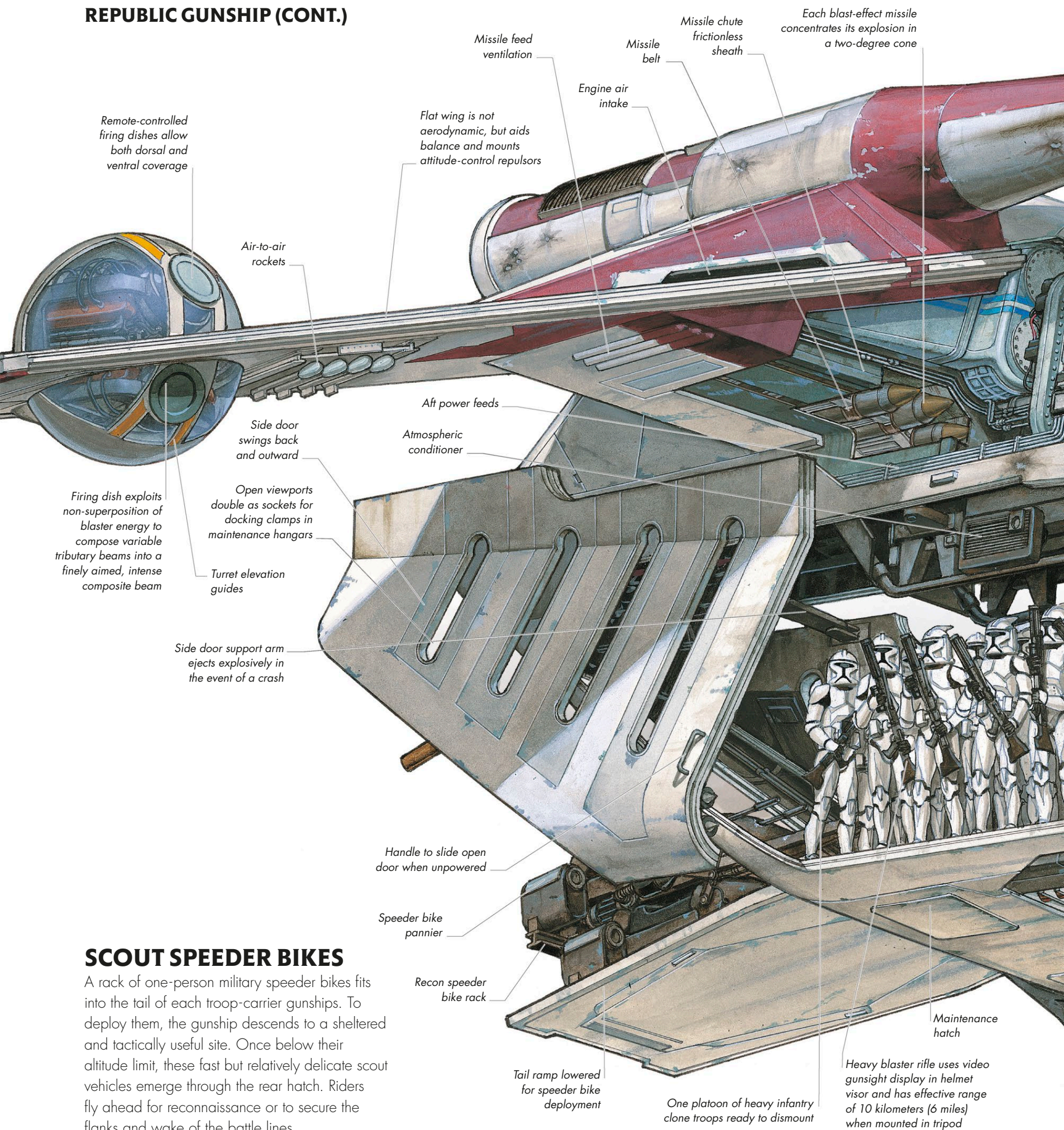
TACTICAL ADVANTAGE

These strategic transport craft are maneuverable enough to fly low and exploit the natural cover of Geonosis' precipitous ravines and spires. Their long mass driver barrels can accelerate projectiles up to hypersonic velocities. Once launched, missiles engage self-powered flight along either a programmed trajectory or following encrypted guidance signals. Telemetry (remote communication) comes from either an orbiting mothership or signals routed from ground units within sight of the target, including advance scout troops.

SURVIVAL AND RECOVERY

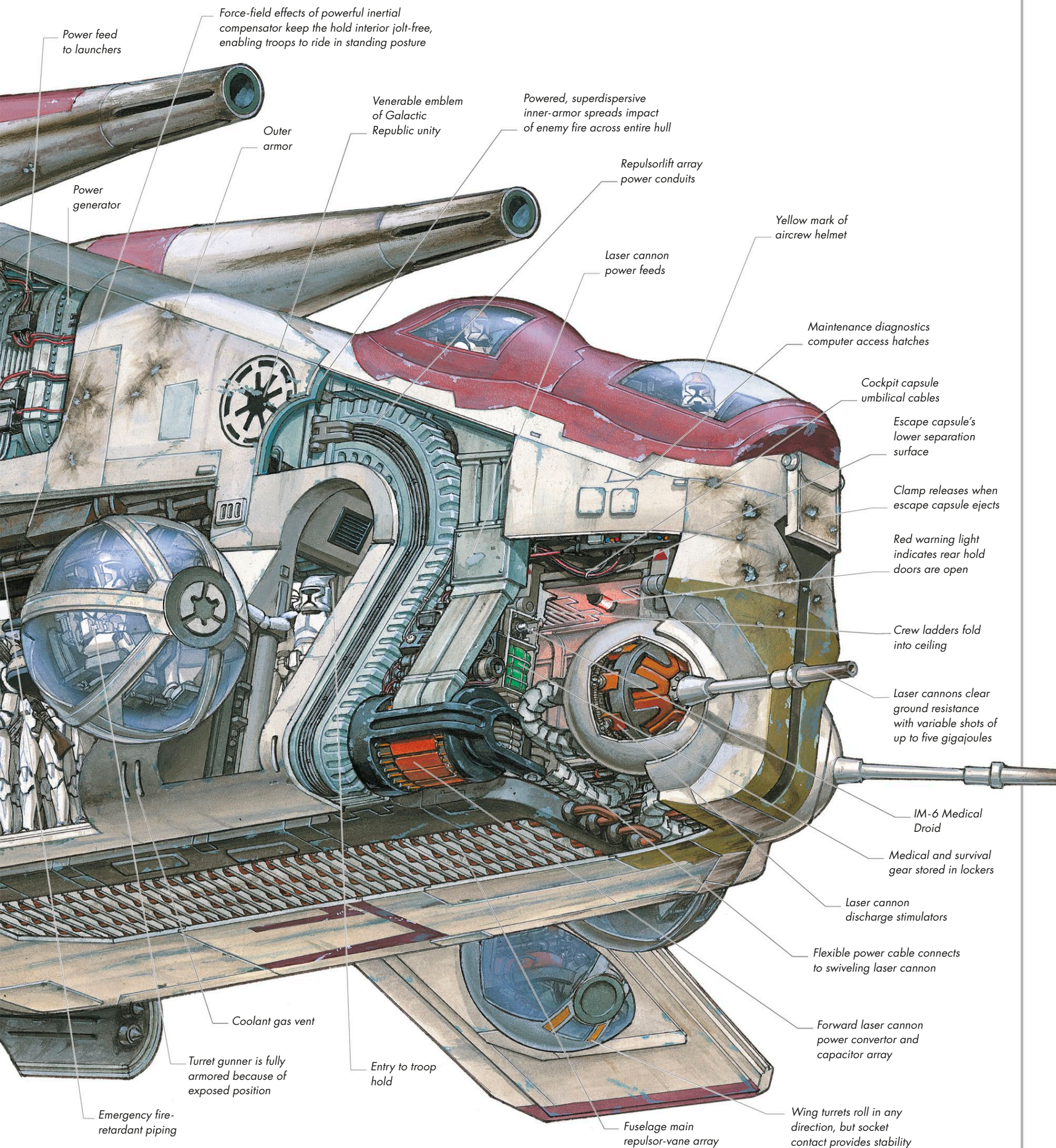
Each fully trained clone soldier represents a considerable investment, so crew have a couple of escape options when their gunship is disabled. After a failed landing, the cockpit canopies can be blown off. If the exit is blocked below the cockpits, crew use external climbing steps built into the hull. Injured or isolated men are retrieved whenever possible. The LAAT/i repulsorlift gunship is their primary recovery vehicle. Emergency equipment in forward lockers includes a globular IM-6 Battlefield Medical Droid, medical packs, armor repair kits, collapsible repulsor stretchers, and inflatable decontamination tents.

REPUBLIC GUNSHIP (CONT.)



SCOUT SPEEDER BIKES

A rack of one-person military speeder bikes fits into the tail of each troop-carrier gunships. To deploy them, the gunship descends to a sheltered and tactically useful site. Once below their altitude limit, these fast but relatively delicate scout vehicles emerge through the rear hatch. Riders fly ahead for reconnaissance or to secure the flanks and wake of the battle lines.



Power feed to launchers

Force-field effects of powerful inertial compensator keep the hold interior jolt-free, enabling troops to ride in standing posture

Outer armor

Venerable emblem of Galactic Republic unity

Powered, superdispersive inner-armor spreads impact of enemy fire across entire hull

Repulsorlift array power conduits

Power generator

Laser cannon power feeds

Yellow mark of aircrew helmet

Maintenance diagnostics computer access hatches

Cockpit capsule umbilical cables

Escape capsule's lower separation surface

Clamp releases when escape capsule ejects

Red warning light indicates rear hold doors are open

Crew ladders fold into ceiling

Laser cannons clear ground resistance with variable shots of up to five gigajoules

IM-6 Medical Droid

Medical and survival gear stored in lockers

Laser cannon discharge stimulators

Flexible power cable connects to swiveling laser cannon

Forward laser cannon power convertor and capacitor array

Wing turrets roll in any direction, but socket contact provides stability

Coolant gas vent

Turret gunner is fully armored because of exposed position

Entry to troop hold

Emergency fire-retardant piping

Fuselage main repulsor-vane array

AT-TE

The intimidating All Terrain Tactical Enforcer (or AT-TE) is an assault vehicle that offers support to the Republic's clone army, obliterating threats to friendly infantry and reinforcing tactical control. Wading through the savage din of battle, the walker's sure-footed, six-legged stance allows it to cross crevices and climb otherwise impassably rugged slopes. Its massive turret-mounted missile-launcher bombards fixed emplacements or smites slow-moving aircraft, while six laser-cannon turrets swivel quickly to devastate faster line-of-sight targets.

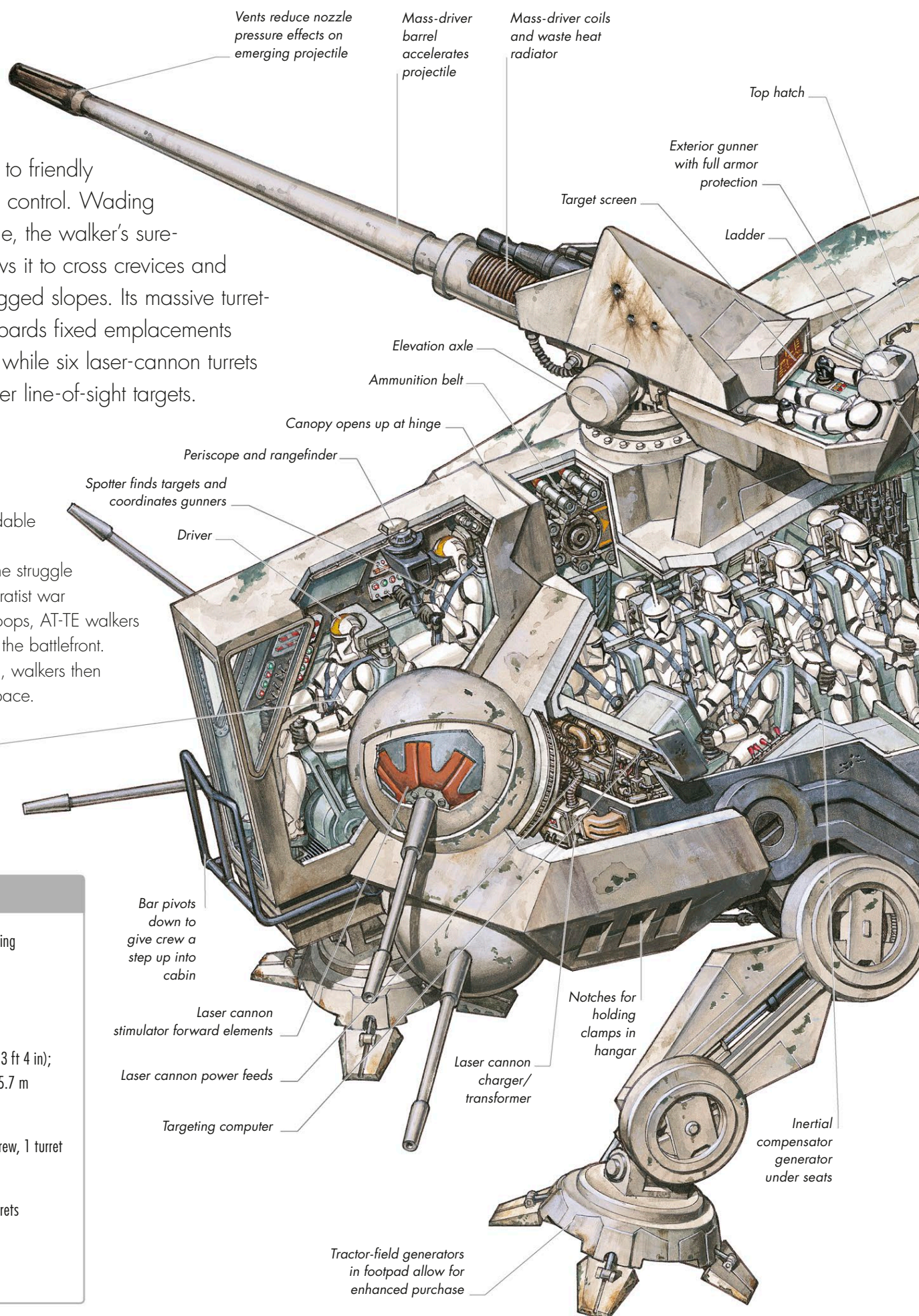
LAND CONTROL

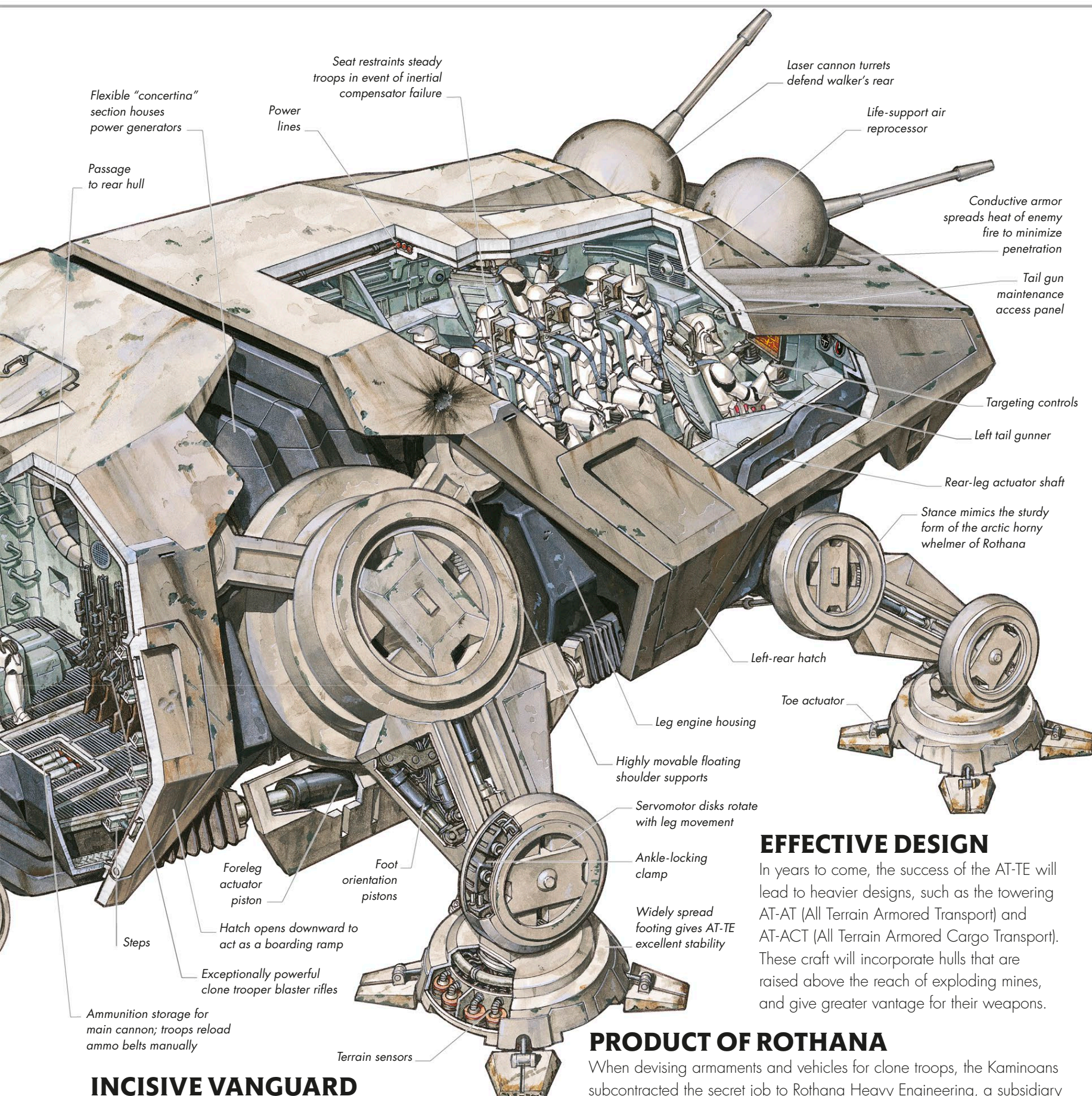
Unlike fast-flying aircraft and fighters, each AT-TE exerts a persistently formidable presence on the ground. AT-TEs take possession of territory and equalize the struggle between clone soldiers and the Separatist war machines. For rapid deployment of troops, AT-TE walkers can ride an LAAT/c cargo gunship to the battlefield. With their passenger cargo unloaded, walkers then hunt down enemies at a more rapid pace.

Full armor worn by vehicle crews restricts movement (not enough time before the Battle of Geonosis for crew uniform modifications)

DATA FILE

- > **MANUFACTURER** Rothana Heavy Engineering
- > **MODEL** AT-TE (All Terrain Tactical Enforcer)
- > **TYPE** Walker
- > **DIMENSIONS** length (hull only): 13.2 m (43 ft 4 in); width 5.7 m (18.7 ft); height (hull and legs): 5.7 m (18.7 ft)
- > **CREW** 1 pilot, 1 spotter, 4 gunner/support crew, 1 turret gunner (plus up to 20 clone troopers)
- > **WEAPONS** 6 antipersonnel laser cannon turrets (4 front, 2 back), 1 heavy projectile cannon
- > **AFFILIATION** Galactic Republic





INCISIVE VANGUARD

AT-TEs can effectively penetrate powerful energy shields. Walker movement uses simple surface traction, whereas the high-velocity exhausts that drive a speeder or starship are stifled by particle shields. Flying craft can also be damaged by energy discharges leaping from the ground at shield interfaces, but a walker's natural grounding provides invulnerability against this effect. AT-TEs are also well-shielded against electromagnetic pulse weapons and ion cannon fire.

EFFECTIVE DESIGN

In years to come, the success of the AT-TE will lead to heavier designs, such as the towering AT-AT (All Terrain Armored Transport) and AT-ACT (All Terrain Armored Cargo Transport). These craft will incorporate hulls that are raised above the reach of exploding mines, and give greater vantage for their weapons.

PRODUCT OF ROTHANA

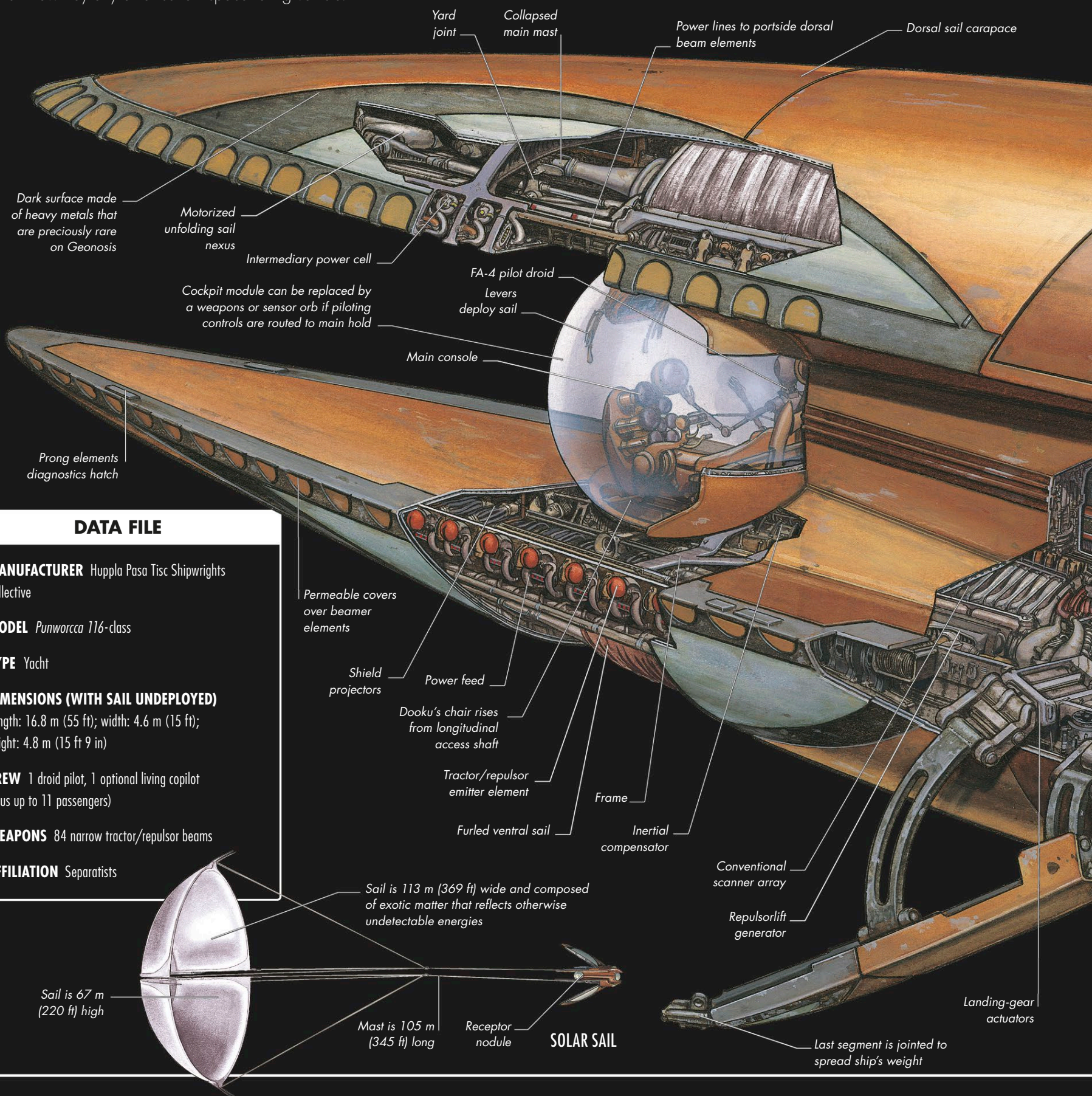
When devising armaments and vehicles for clone troops, the Kaminoans subcontracted the secret job to Rothana Heavy Engineering, a subsidiary of Kuat Drive Yards—and no friend of the Trade Federation or Techno Union. Toiling in immense underground factories and honeycombed orbital shipyards, RHE's workforce is famed for its diligence. Their star system is uniquely clear of Trade Federation espionage, due to factors ranging from the impenetrably complex Rothanian etiquette (which makes outsiders stand out) to a sizeable KDY corporate-security starfleet and inventively deployed mines in Rothana's inbound hyperlanes.

RARE ANTIQUE

While a youngling in the Jedi Order, Dooku developed a taste for unusual artifacts. After leaving the order and inheriting his family's vast wealth, Dooku buys an ancient sail, with unique and startling properties, from an antiques dealer near the Gree Enclave. The sail is powered by an as-yet undetectable source of supralight emissions, allowing Dooku's custom sloop an independence unknown by any other current space-faring vehicle.

BOW PRONGS

Geonosian starships typically feature two or more multi-functional bow prongs. Rows of narrow-beam tractor/repulsor emitters along the prongs act as offensive grapples or steering aids when there are surrounding objects to pull and push against. Also, the spread of ray-shield energies around the prongs can be selectively adjusted to give the ship extra maneuverability.

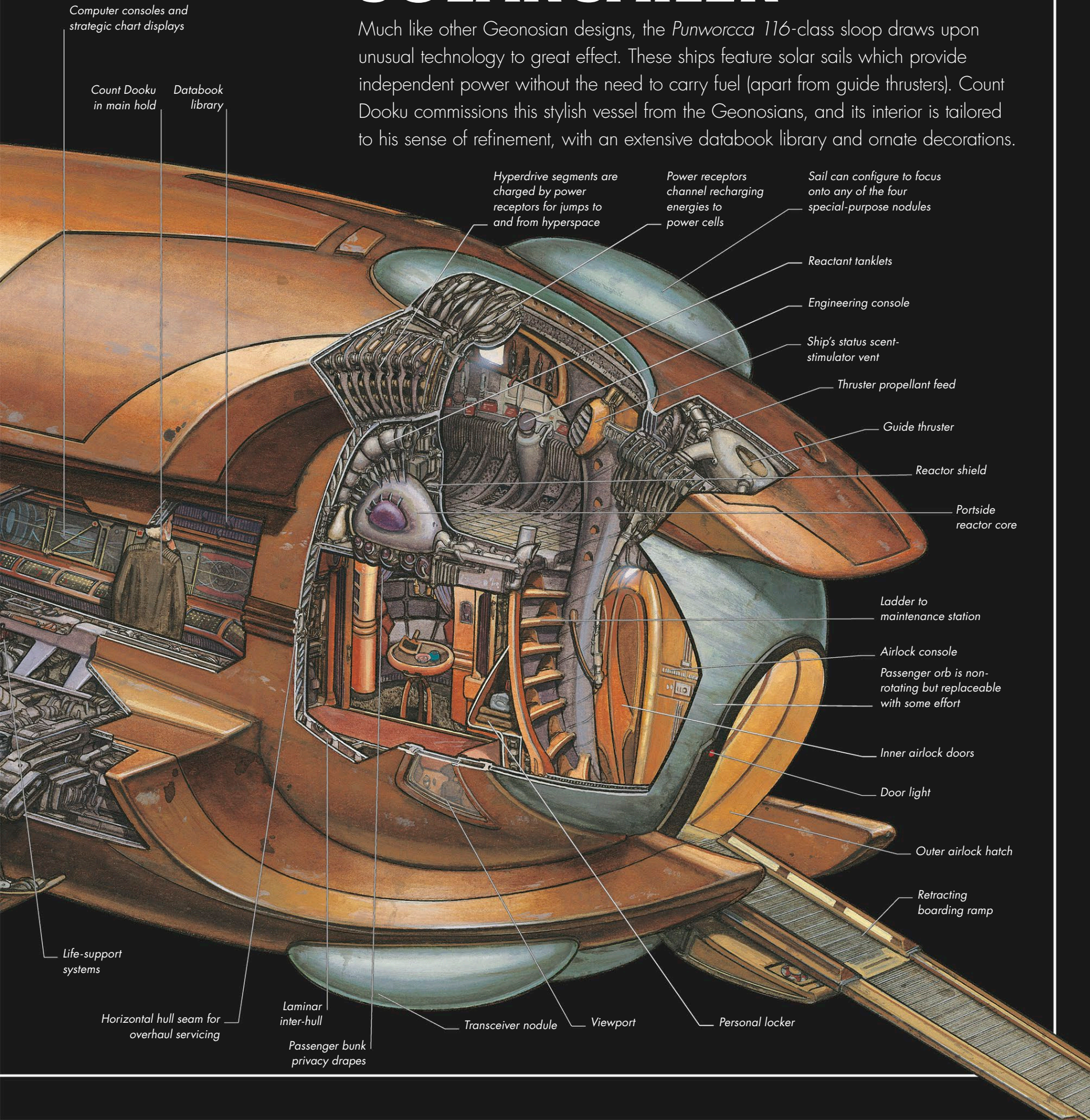


DATA FILE

- > **MANUFACTURER** Huppla Pasa Tisc Shipwrights Collective
- > **MODEL** Punworcca 116-class
- > **TYPE** Yacht
- > **DIMENSIONS (WITH SAIL UNDEPLOYED)**
Length: 16.8 m (55 ft); width: 4.6 m (15 ft); height: 4.8 m (15 ft 9 in)
- > **CREW** 1 droid pilot, 1 optional living copilot (plus up to 11 passengers)
- > **WEAPONS** 84 narrow tractor/repulsor beams
- > **AFFILIATION** Separatists

COUNT DOOKU'S SOLAR SAILER

Much like other Geonosian designs, the *Punworcca 116*-class sloop draws upon unusual technology to great effect. These ships feature solar sails which provide independent power without the need to carry fuel (apart from guide thrusters). Count Dooku commissions this stylish vessel from the Geonosians, and its interior is tailored to his sense of refinement, with an extensive databook library and ornate decorations.

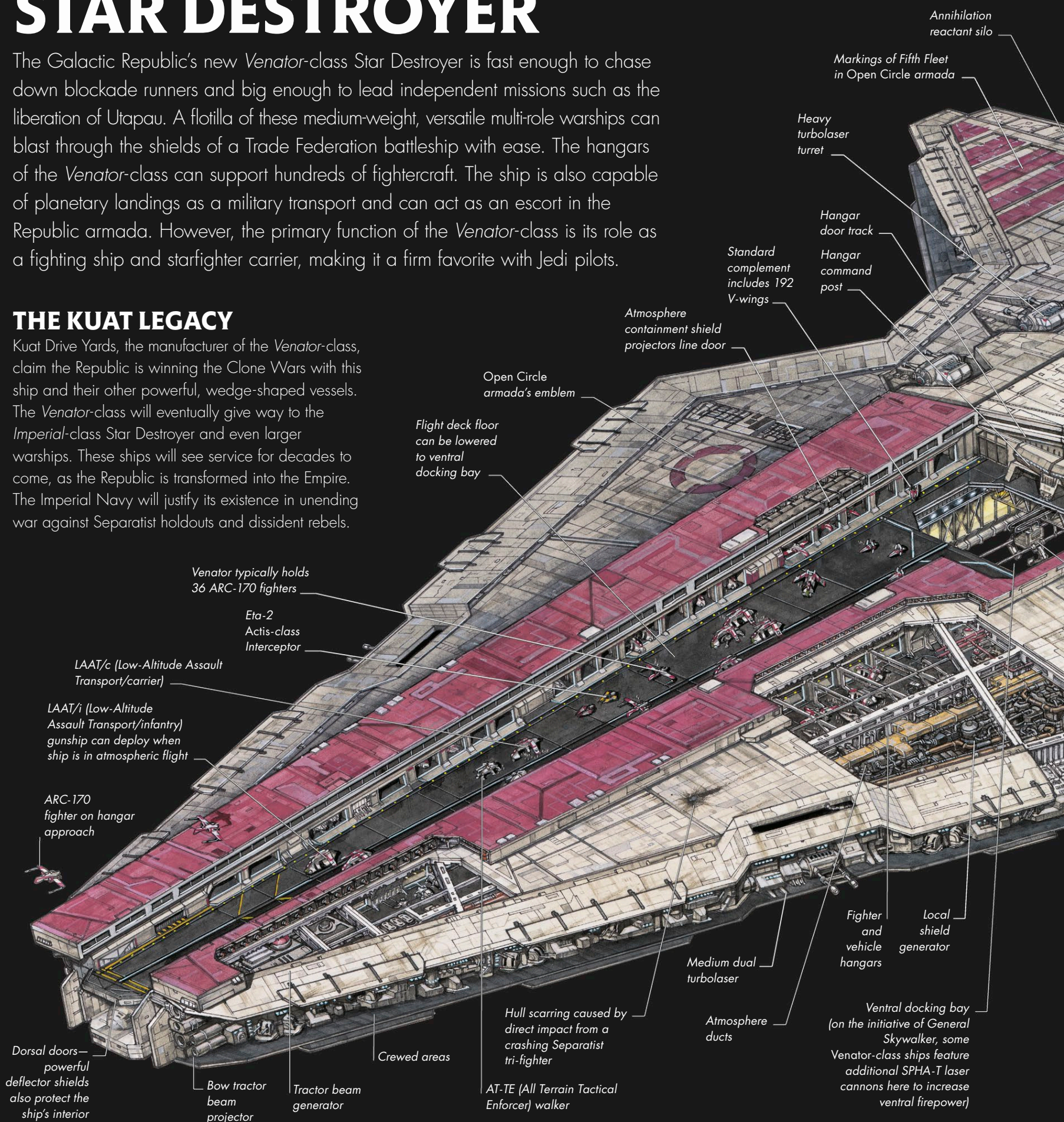


VENATOR-CLASS STAR DESTROYER

The Galactic Republic's new *Venator*-class Star Destroyer is fast enough to chase down blockade runners and big enough to lead independent missions such as the liberation of Utapau. A flotilla of these medium-weight, versatile multi-role warships can blast through the shields of a Trade Federation battleship with ease. The hangars of the *Venator*-class can support hundreds of fightercraft. The ship is also capable of planetary landings as a military transport and can act as an escort in the Republic armada. However, the primary function of the *Venator*-class is its role as a fighting ship and starfighter carrier, making it a firm favorite with Jedi pilots.

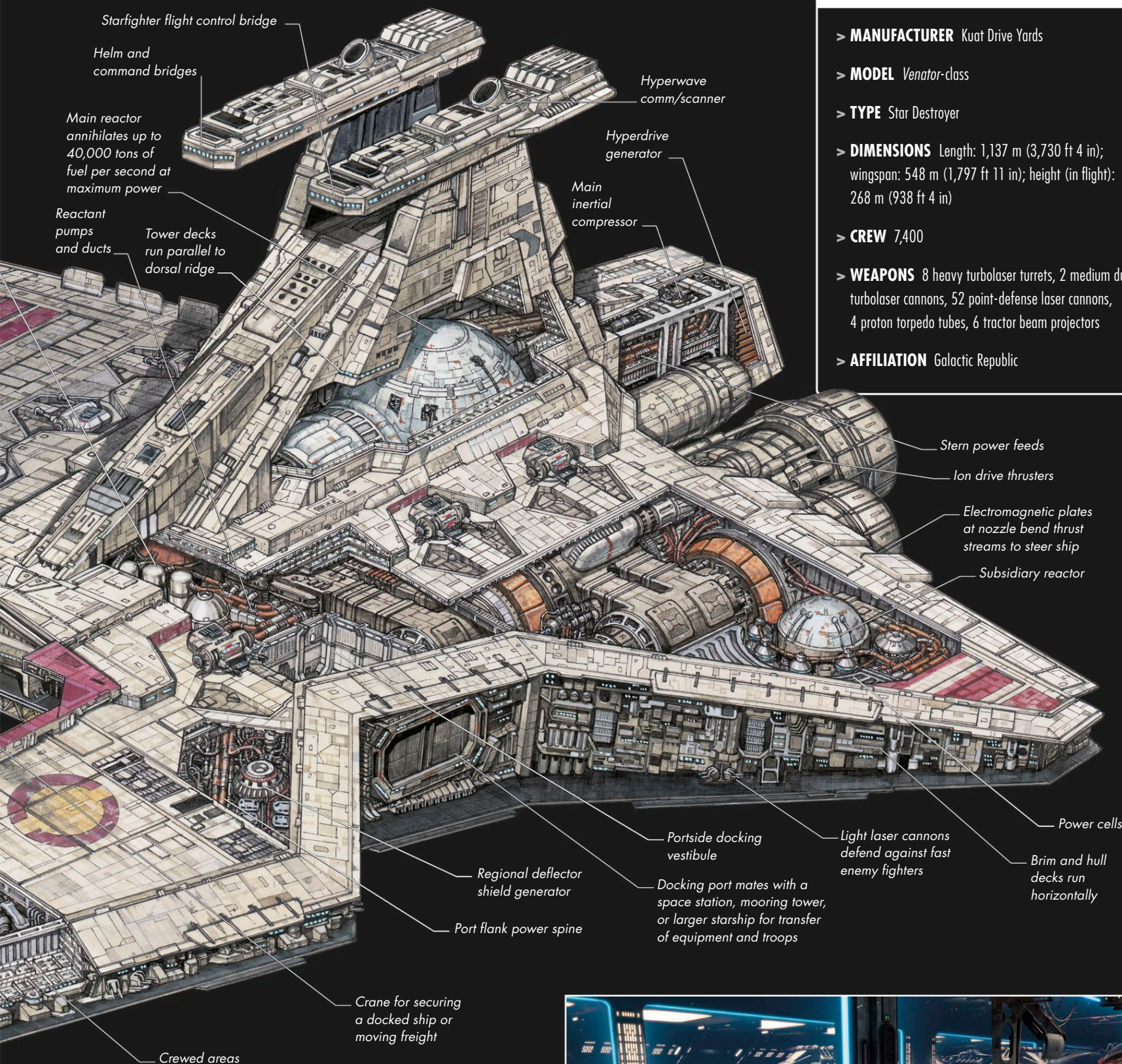
THE KUAT LEGACY

Kuat Drive Yards, the manufacturer of the *Venator*-class, claim the Republic is winning the Clone Wars with this ship and their other powerful, wedge-shaped vessels. The *Venator*-class will eventually give way to the *Imperial*-class Star Destroyer and even larger warships. These ships will see service for decades to come, as the Republic is transformed into the Empire. The Imperial Navy will justify its existence in unending war against Separatist holdouts and dissident rebels.



DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** Venator-class
- > **TYPE** Star Destroyer
- > **DIMENSIONS** Length: 1,137 m (3,730 ft 4 in); wingspan: 548 m (1,797 ft 11 in); height (in flight): 268 m (938 ft 4 in)
- > **CREW** 7,400
- > **WEAPONS** 8 heavy turbolaser turrets, 2 medium dual turbolaser cannons, 52 point-defense laser cannons, 4 proton torpedo tubes, 6 tractor beam projectors
- > **AFFILIATION** Galactic Republic



CARRIER ROLE

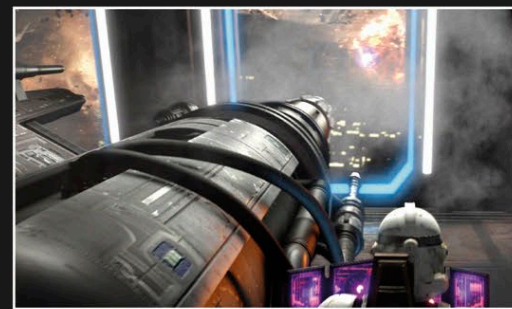
The long dorsal flight deck of the Venator-class enables hundreds of starfighters to launch rapidly. The slow opening and closing of the deck's armored bow doors, however, can leave the vessel vulnerable. This weakness is compensated for by strong deflector shielding around the deck's entrance, but the design flaw will be eliminated in future Star Destroyers.



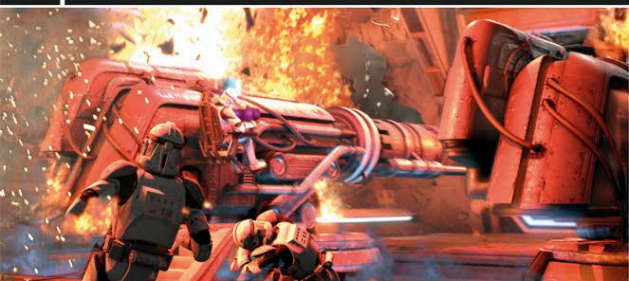
Inside a hangar on the *Vigilance*, Jedi General Obi-Wan Kenobi briefs members of the 212th Attack Battalion, prior to their mission to the Utapau system.

REPUBLIC FIREPOWER

Despite numerous victories over the Separatists during the Clone Wars, the Republic becomes increasingly aware of the fact that its enemies can produce scores of battle droids much faster than Kaminoan cloners can produce soldiers, who also require training. To compensate for this disparity, Republic-allied engineers ensure Star Destroyers can be operated by a relatively small crew, and weapons designers have created more powerful turbolaser cannons with increased range and accuracy, giving the Republic Navy a strong advantage against Separatist warships.



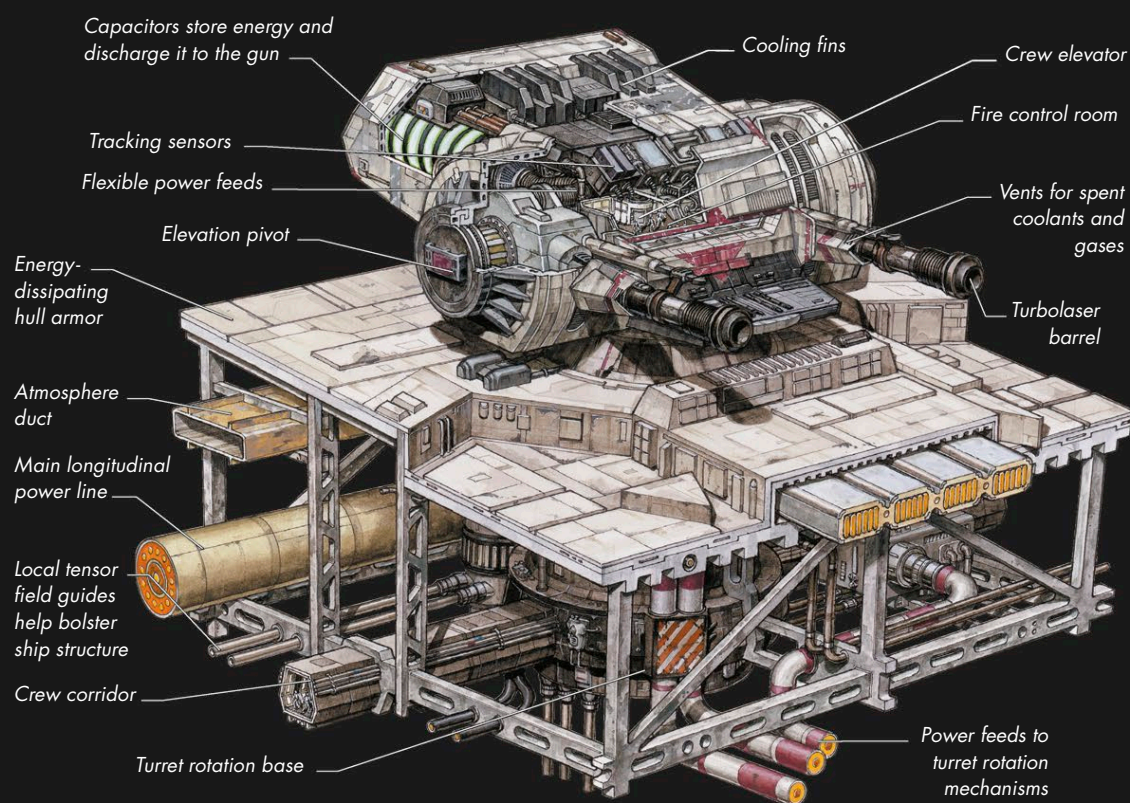
Specially trained clone troopers man the laser cannons on *Venator*-class Star Destroyers.



Being part of a Star Destroyer gun crew is notoriously hazardous, as they suffer high casualty rates.

HEAVY-DUTY TURBOLASERS

A *Venator*-class Star Destroyer's eight DBY-827 heavy turbolaser turrets are the standard requirement in naval gunnery for intense inter-ship combat and planetary bombardment. The DBY-827's precise, long-range tracking mode enables it to hit targets at distance, while the turret can rotate in three seconds in its close-fighting, fast-tracking mode. Seven different blast intensities provide a choice between crippling shots and outright vaporization of the enemy. The *Venator*-class, as a true warship, can feed almost its entire reactor output to its heavy guns when required.



The Separatist flagship *Invisible Hand* is pounded into a flaming hulk at point-blank range by the Star Destroyer *Guarlara*.



V-WING

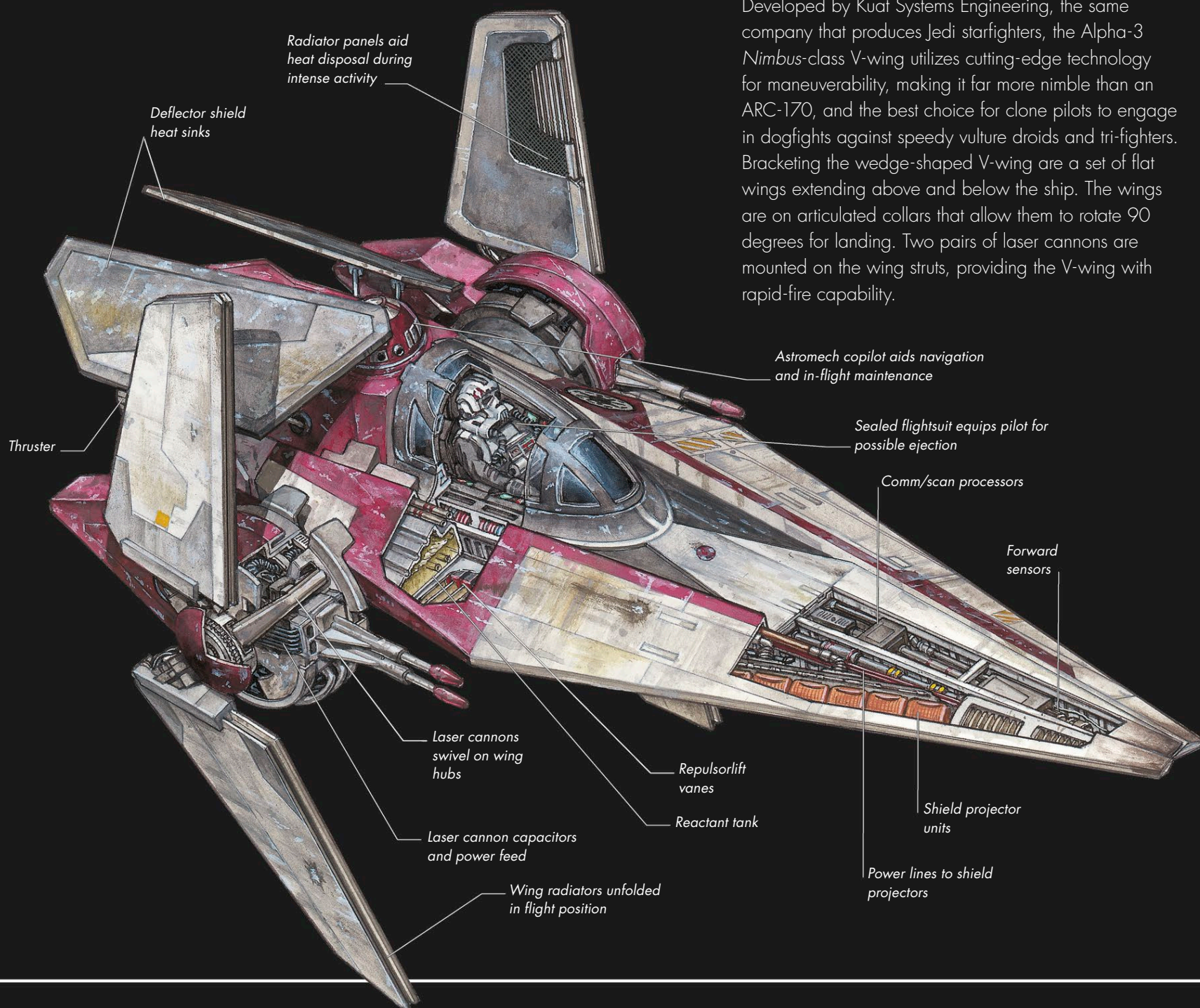
One of the newer and more numerous fightercraft defending the Galactic Republic, V-wings are sharp, compact support ships deployed in epic fleet actions or in defense of fortress worlds. Launched in furious swarms from the Republic's carriers and warships, these fast, agile starfighters are frustratingly elusive targets, and their swiveling twin laser cannons make them surprising and deadly opponents. V-wings are piloted by a single clone trooper backed up by an astromech droid. Like many models mass-produced for Loyalist forces, V-wings are too compact for a hyperdrive, but carry a powerful reactor and use two vertically placed ion drive thrusters for astonishingly fast pitch-turns.

DATA FILE

- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** Alpha-3 *Nimbus*-class "V-wing"
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 7.9 m (25 ft 11 in); width: 3.8 m (12 ft 6 in); height (with open wings): 5.84 m (19 ft 2 in)
- > **CREW** 1 pilot, 1 astromech droid
- > **WEAPONS** 2 twin laser cannons
- > **AFFILIATION** Galactic Republic

DOGFIGHTER SPECIAL

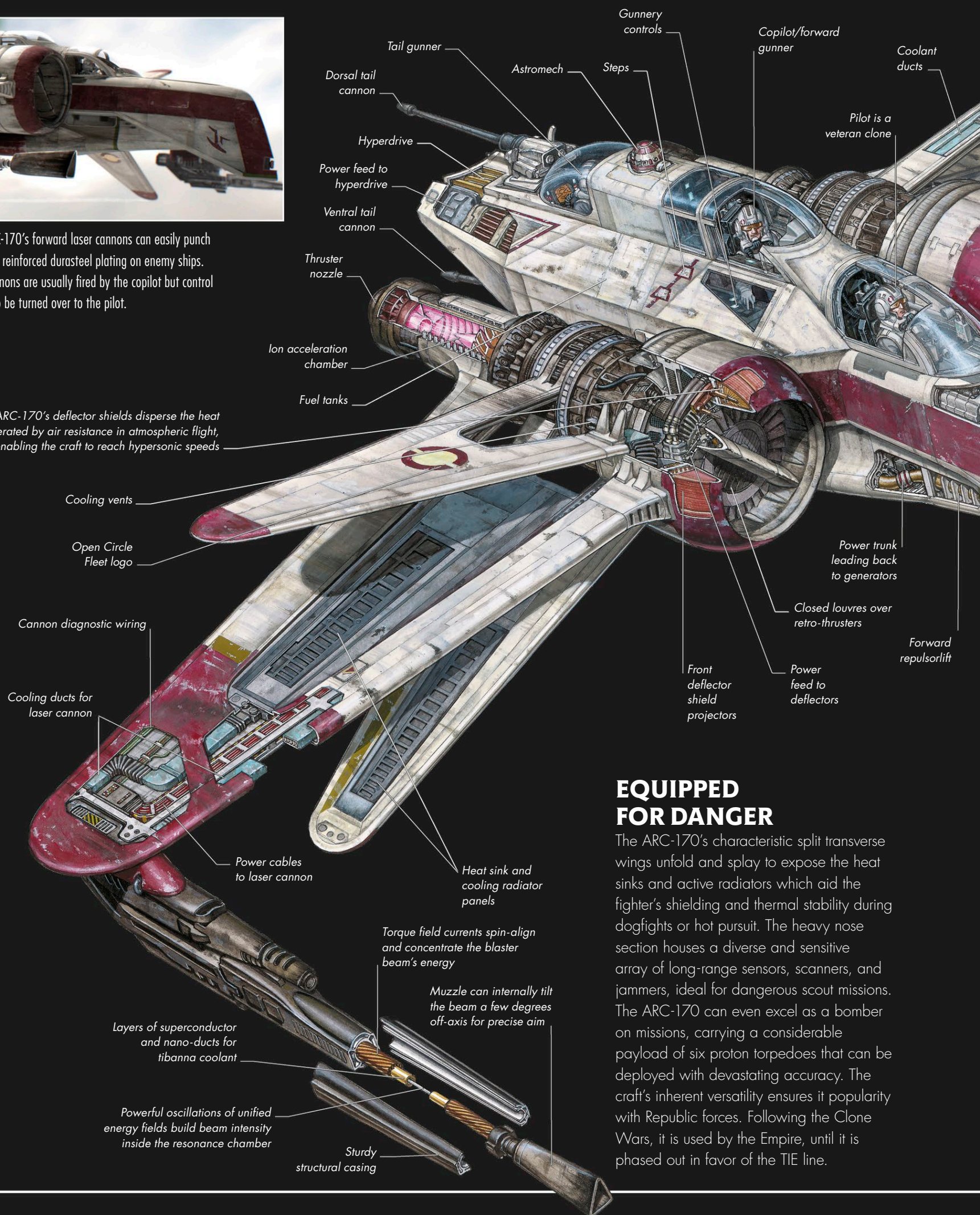
Developed by Kuat Systems Engineering, the same company that produces Jedi starfighters, the Alpha-3 *Nimbus*-class V-wing utilizes cutting-edge technology for maneuverability, making it far more nimble than an ARC-170, and the best choice for clone pilots to engage in dogfights against speedy vulture droids and tri-fighters. Bracketing the wedge-shaped V-wing are a set of flat wings extending above and below the ship. The wings are on articulated collars that allow them to rotate 90 degrees for landing. Two pairs of laser cannons are mounted on the wing struts, providing the V-wing with rapid-fire capability.





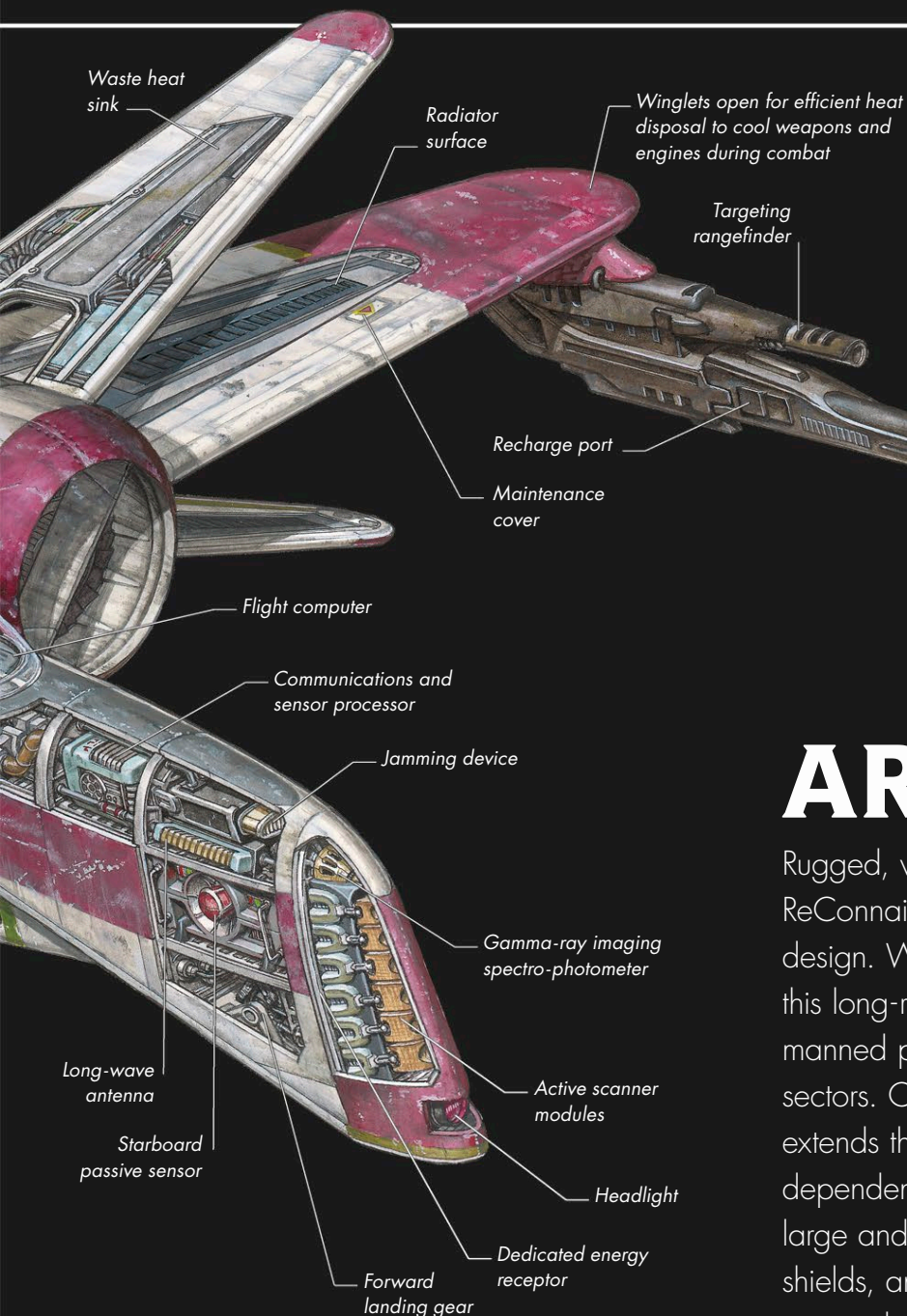
The ARC-170's forward laser cannons can easily punch through reinforced durasteel plating on enemy ships. The cannons are usually fired by the copilot but control can also be turned over to the pilot.

The ARC-170's deflector shields disperse the heat generated by air resistance in atmospheric flight, enabling the craft to reach hypersonic speeds.



EQUIPPED FOR DANGER

The ARC-170's characteristic split transverse wings unfold and splay to expose the heat sinks and active radiators which aid the fighter's shielding and thermal stability during dogfights or hot pursuit. The heavy nose section houses a diverse and sensitive array of long-range sensors, scanners, and jammers, ideal for dangerous scout missions. The ARC-170 can even excel as a bomber on missions, carrying a considerable payload of six proton torpedoes that can be deployed with devastating accuracy. The craft's inherent versatility ensures its popularity with Republic forces. Following the Clone Wars, it is used by the Empire, until it is phased out in favor of the TIE line.



INSPIRATIONAL MODEL

The ARC-170 fighter resembles other Incom and Subpro fighting craft commonly used by Republic forces in the Outer Rim. Notable cousins include the heavier PTB-625 and NTB-630 planetary and naval bombers. The ARC-170's appearance also echoes the lighter, popular one-man Z-95 Headhunter fighter—another fruitful collaboration between the Incom and Subpro corporations. Both of these ships will provide the inspiration for Incom's incredibly successful T-series

X-wing line that plays a key role as a versatile starfighter in the fleets of the Rebel Alliance, the New Republic, and the Resistance.

ARC-170 FIGHTER

Rugged, versatile, and durable, the ARC-170 (Aggressive ReConnaissance) fighter embodies the latest developments in starfighter design. With its inbuilt hyperdrive and capacity for a droid navigator, this long-range craft is built to undertake the loneliest, independent, manned patrols or daring raids, as it penetrates deep into hostile sectors. Capable of lasting on its own supplies for five days, it vitally extends the reach of the Republic beyond warships and carrier-dependent fighters. The ARC-170's main laser cannons are uncommonly large and blazingly effective against larger opponents. Robust armor, shields, and tail guns improve the odds of survival when the ship is surrounded by dozens or even hundreds of light, evasive droid fighters. When piloted into battle alongside agile V-wings and Jedi interceptors, ARC-170 squadrons complete a formidable strike-force mix.

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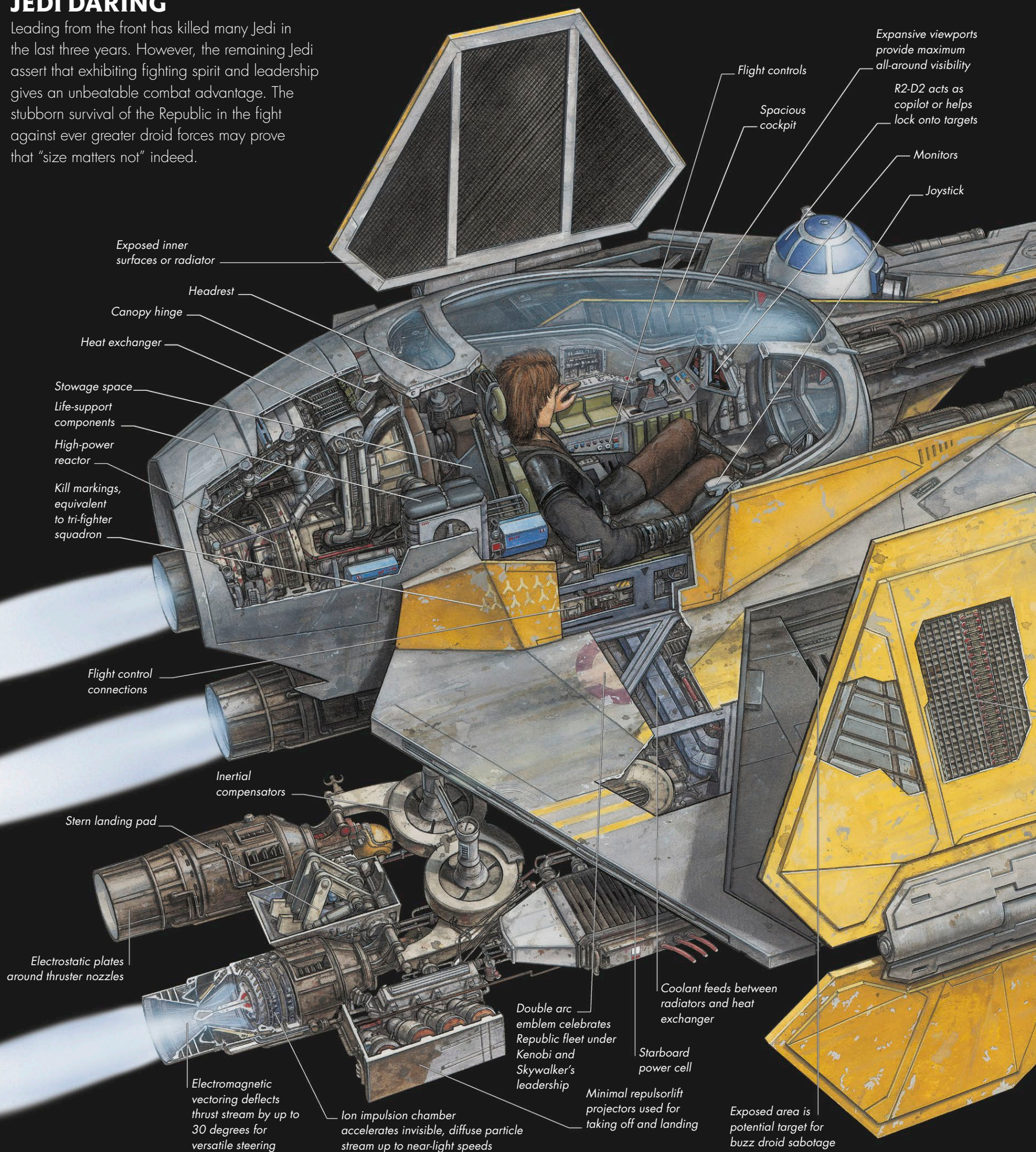
- > **MANUFACTURER** Incom/Subpro
- > **MODEL** ARC-170 (Aggressive ReConnaissance starfighter)
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 14.5 m (47 ft 7 in); wingspan: 22.6 m (74 ft 2 in); height: 4.78 m (15 ft 8 in)
- > **CREW** 1 pilot, 1 copilot, 1 gunner, 1 astromech droid
- > **WEAPONS** 2 medium laser cannons, 2 aft laser cannons, 6 proton torpedoes
- > **AFFILIATION** Galactic Republic



The foremost ARC-170 squadron in the Open Circle Fleet, Squad Seven is led by a clone commander who flies under the call sign "Odd Ball."

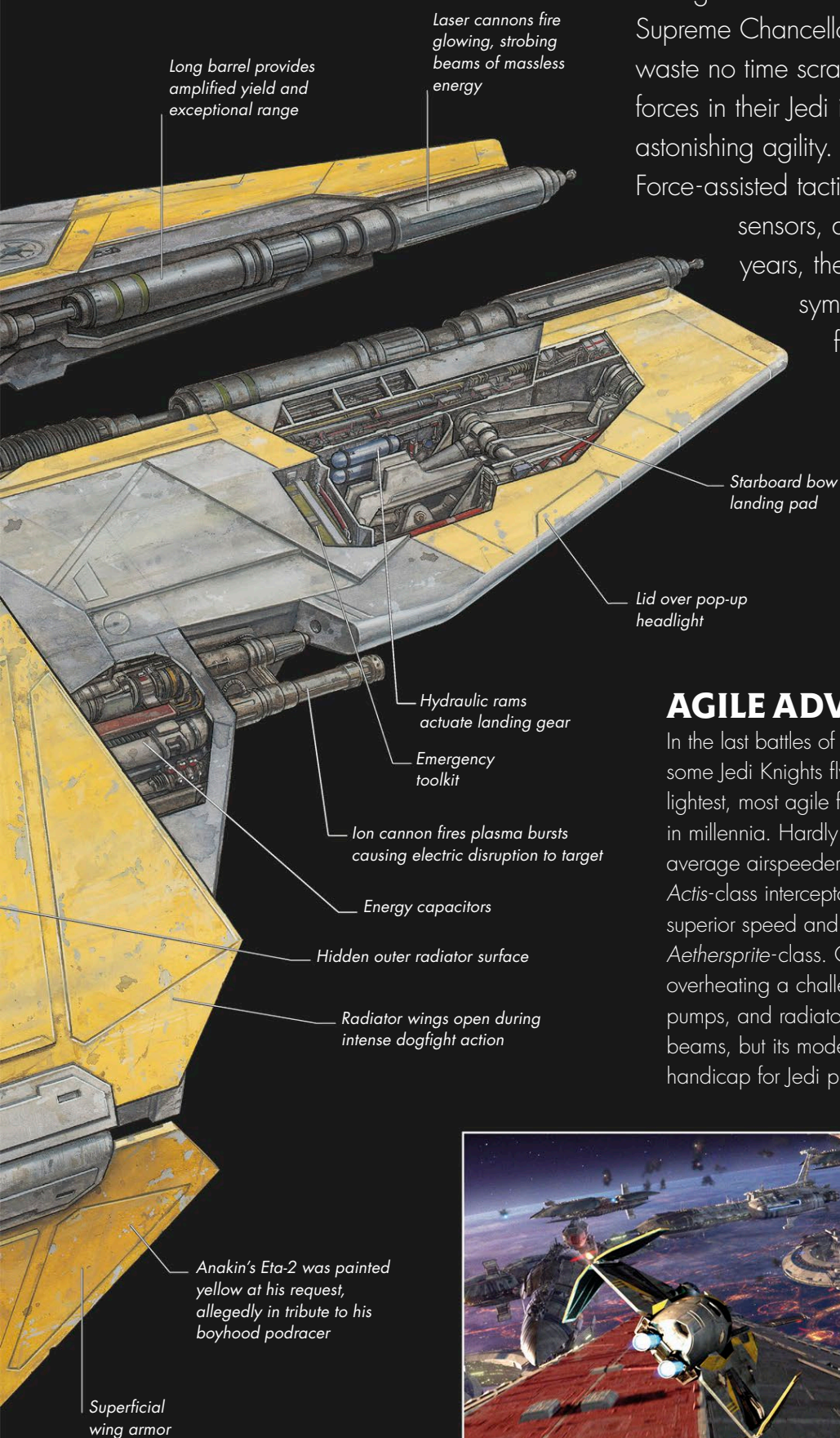
JEDI DARING

Leading from the front has killed many Jedi in the last three years. However, the remaining Jedi assert that exhibiting fighting spirit and leadership gives an unbeatable combat advantage. The stubborn survival of the Republic in the fight against ever greater droid forces may prove that "size matters not" indeed.



JEDI INTERCEPTOR

Racing home from the brutal Outer Rim Sieges to rescue the kidnapped Supreme Chancellor Palpatine, Obi-Wan Kenobi and Anakin Skywalker waste no time scrambling to their fighters. Leading the Republic's aerial forces in their Jedi interceptors, they flit through the battle-zone with astonishing agility. Their spacecraft's compact design is suited to the Force-assisted tactical abilities of Jedi pilots—heavy flight instruments, sensors, and shields are unnecessary. Over the last three years, the distinctive Interceptor profile has become a symbol of authority and hope for the Republic's clone forces, and a frustrating apparition to the Separatists.



DATA FILE

- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** Eta-2 *Actis*-class
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 5.47 m (17 ft 11 in); width: 4.3 m (14 ft 1 in); height (with open wings): 2.5 m (8 ft 2 in)
- > **CREW** 1 pilot, 1 astromech droid
- > **WEAPONS** 2 dual laser cannons, 2 secondary ion cannons
- > **AFFILIATION** Jedi Order

AGILE ADVERSARY

In the last battles of the Clone Wars, some Jedi Knights fly one of the lightest, most agile fighters designed in millennia. Hardly larger than the average airspeeder, the Eta-2 *Actis*-class interceptor enjoys superior speed and maneuverability compared to the already tiny Delta-7 *Aethersprite*-class. Compacting a fighter's intense power into a tiny hull made overheating a challenge—which was met by an extensive system of heat sinks, pumps, and radiator wings. The interceptor's large laser cannons fire intense beams, but its modest capacitors limit continuous fire. This is not usually a handicap for Jedi pilots, who rarely waste a shot.



Because Obi-Wan Kenobi strongly dislikes piloting, and Anakin has always been a natural behind the controls of vehicles, their relationship as master and apprentice becomes somewhat reversed in space combat.

HYPERDRIVE BOOSTERS

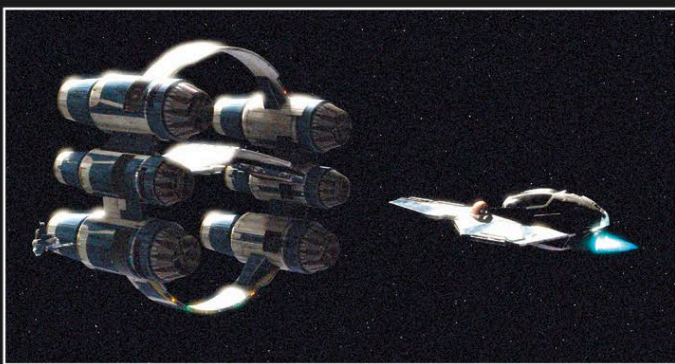
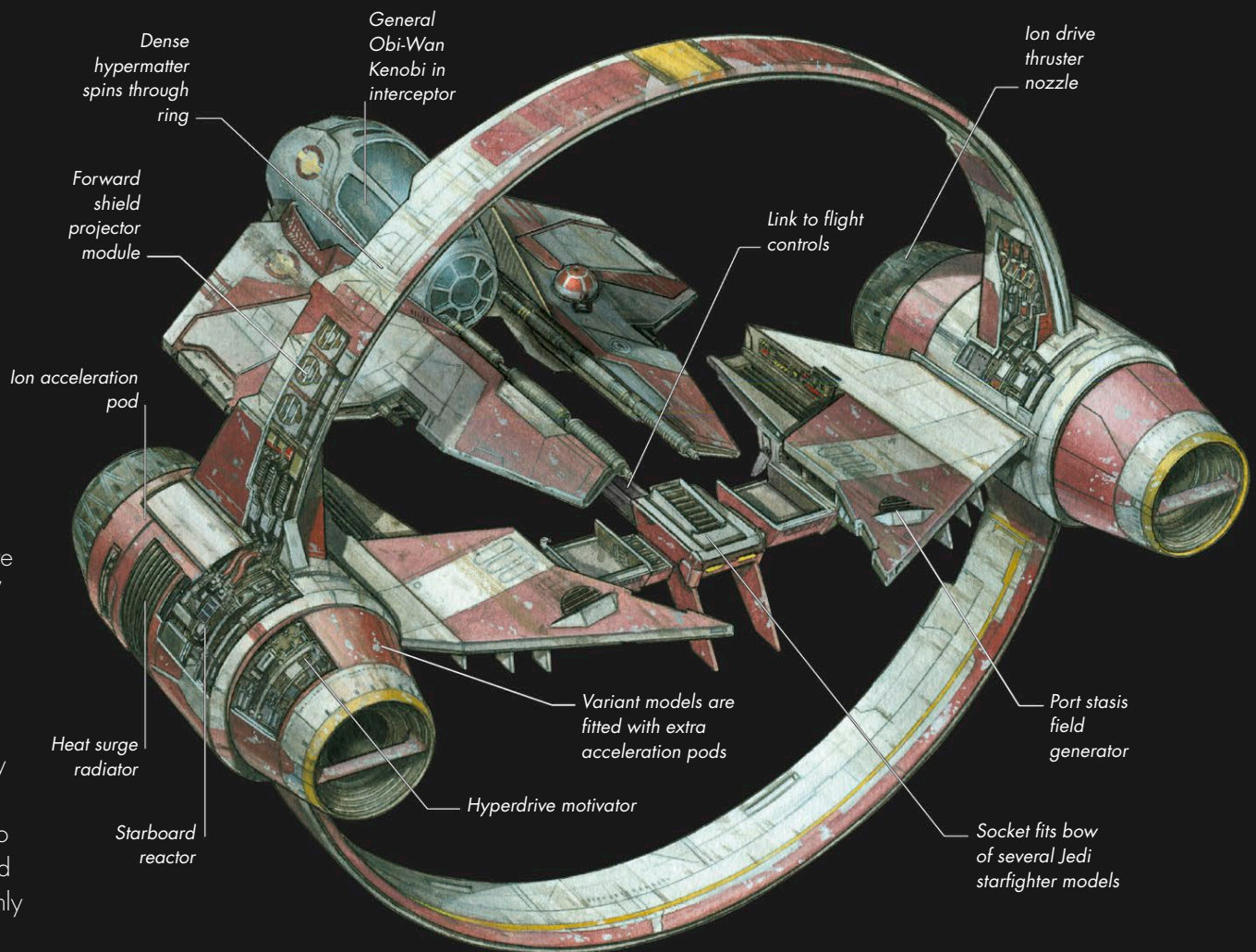
Because many Republic starfighters are too small to safely contain a hyperdrive, the fighters must connect to external hyperdrive boosters. Kuat Systems Engineering designed the Delta-7 *Aethersprite*-class light interceptor, Alpha-3 *Nimbus*-class V-wing starfighter, and Eta-2 *Actis*-class Interceptor with docking clamps for hyperdrive booster rings, and data-feeds that enable the starfighters' astromechs to transmit hyperspace coordinates to the rings' computers. The rings are manufactured by TransGalMeg Industries, Inc. of the Rayter sector, a subcontractor of Kuat.

ORBITAL DEPOTS

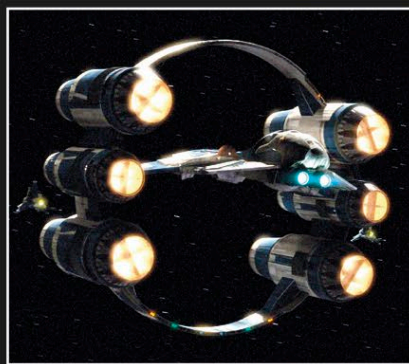
The Republic Navy has pools of hyperdrive booster rings stationed in orbit around Coruscant and other worlds, for the use of Jedi starfighters in their fleet. The rings are serviced by technical support droids, which are engineered to operate in zero gravity.

SYLIURE-31 BOOSTER

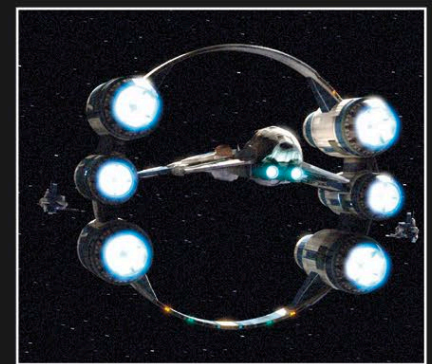
Powered by twin reactors and ion drives, the Syliure-31 hyperspace docking ring is a class of hyperdrive booster that contains "hypermatter," providing ballast for the attached starfighter during the jump to hyperspace. When traveling at hyperspeed, shields protect the ship and booster against potentially fatal collisions with interstellar gas and dark particles. Stasis fields also act to slow the passage of onboard time, ensuring that the pilot ages only as fast as the rest of the galaxy.



As the starfighter glides toward the booster ring, the ring's compact tractor beam projectors help guide the fighter directly into the docking socket.



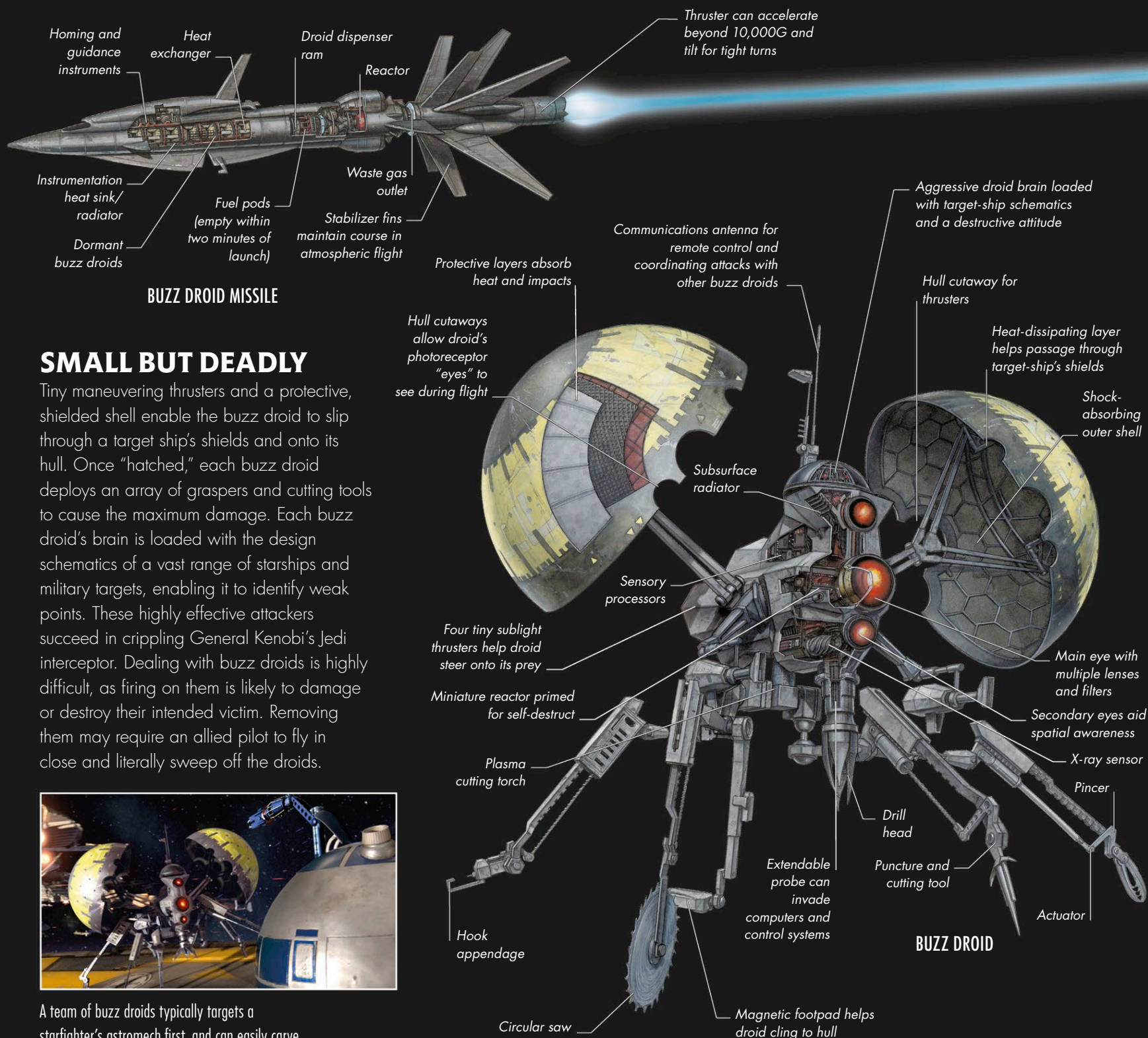
Two orbital tech-support droids monitor the docking procedure, and ensure that the starfighter secures to the ring properly.



Conceived as an improvement on the Syliure-31 hyperspace docking ring, the Syliure-45 has four additional ion acceleration pods.

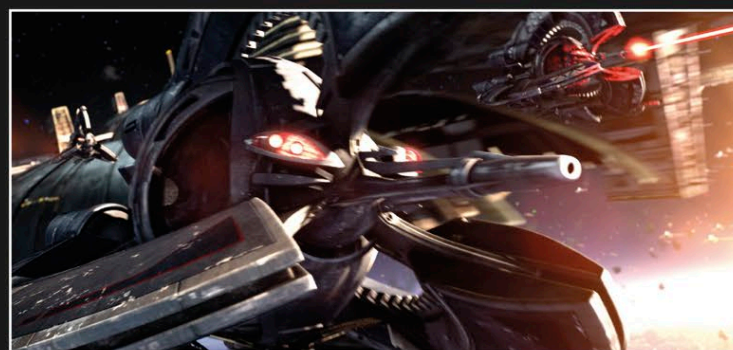
BUZZ DROID

During the Battle of Coruscant, Separatist tri-fighters defend General Grievous' stricken flagship by harassing Jedi attackers with special ordnance. Launched from modified tri-fighters and other vessels, these guided buzz droid missiles are lethal, and able to outturn and outrun nearly any manned starship. But their aim is not a direct kill. Instead of detonating on impact, the missile delivers a swarm of buzz droids: mechanical gremlins expertly programmed in the fine arts of technological sabotage.



TRI-FIGHTER

Cunning and eerily determined, droid tri-fighters are frightening new defenders of the Separatist battle fleets. These fast, agile space-superiority fighters are built to excel in dogfighting. Equipped with more advanced droid brains than common Trade Federation vulture droid fighters, tri-fighters pose a challenge to even the best organic starpilots. Tri-fighters may be outrun by high-speed Jedi interceptors, but they are bulkier and more heavily armed, which makes them a force to be reckoned with.



Chasing down Republic starfighters during an orbital battle, a tri-fighter aims its cannons and opens fire.



A trio of tri-fighters poses a definite threat to a single starfighter, although Jedi pilots can usually evade or destroy them.

COLICOID DESIGN

The tri-fighter's fearsome appearance and predatory programming is the work of the Colicoids—the creators of the Trade Federation's droideka heavy infantry. The ridged, three-armed design is based on the skull features of a terrifying prehistoric predator native to the planet Colla IV. Three independent thrusters give the craft its agility, and a powerful reactor and control/ comms transceiver provide unusual range for a droid fighter.

Six rearranged triangles from the Separatist emblem signify the tri-fighter's squadron

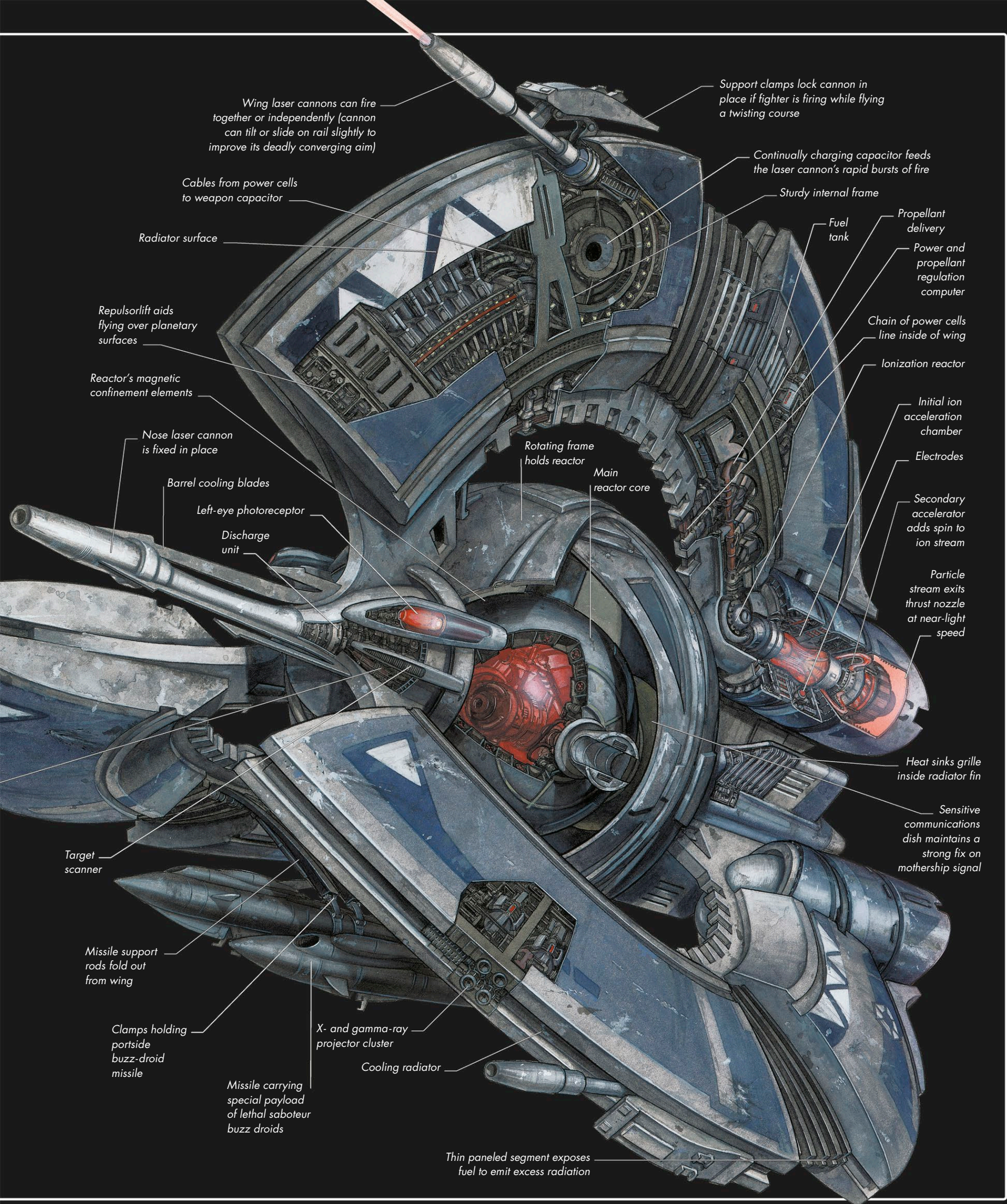
Aggressive droid brain surrounding nose cannon's capacitor

DATA FILE

- > **MANUFACTURER** Phlac-Arphocc Automata Industries
- > **MODEL** Tri-fighter
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 5.4 m (17 ft 9 in); wing diameter: 1.96 m (6 ft 5 in); width: 3.45 m (11 ft 4 in)
- > **CREW** Integrated droid brain
- > **WEAPONS** 1 medium laser cannon, 3 light laser cannons, 2-6 buzz droid missiles
- > **AFFILIATION** Separatists

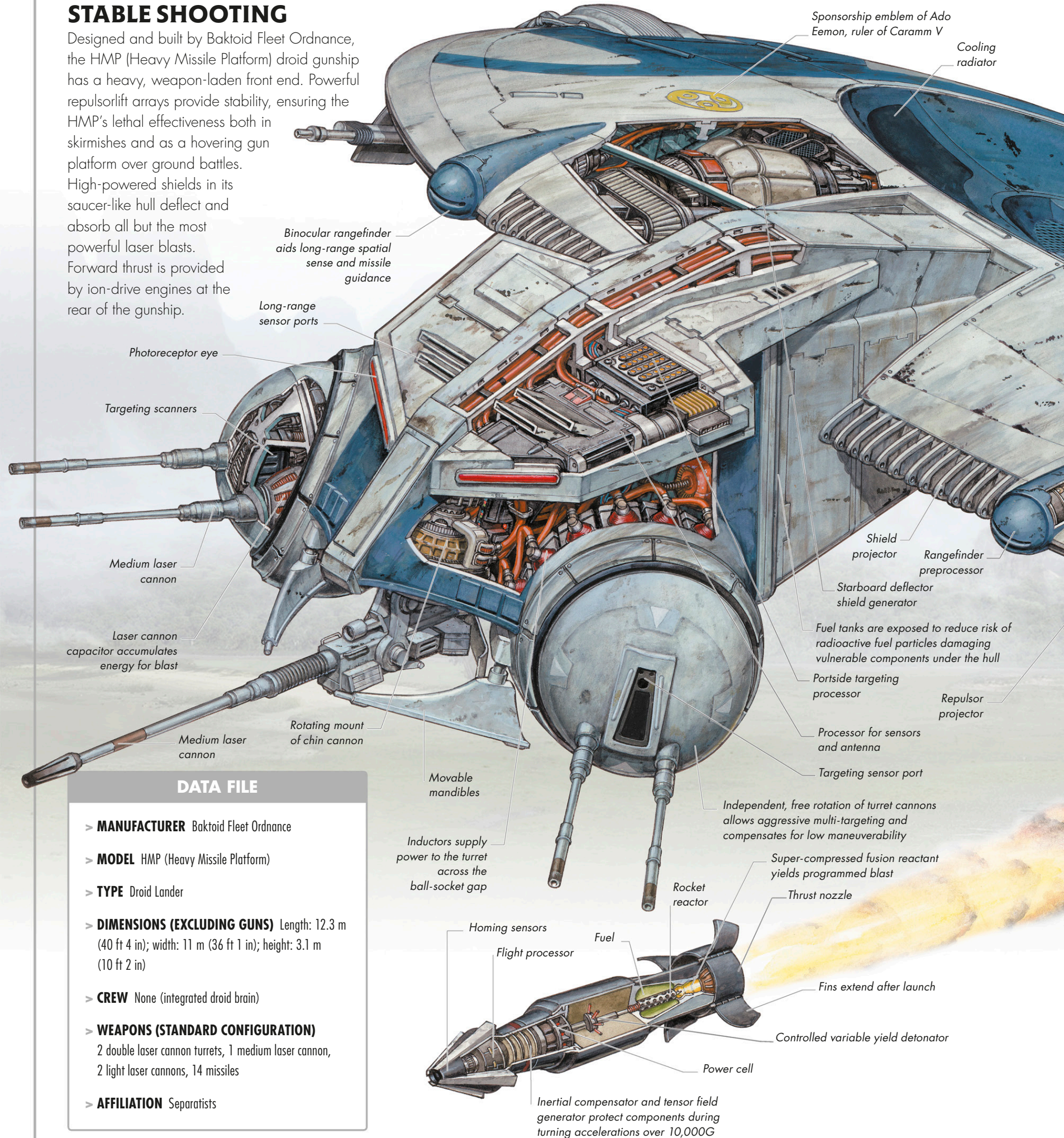
COORDINATED ATTACK

Unlike Trade Federation vulture droid starfighters, tri-fighters have droid brains engineered with basic heuristic processors, which enable them to better analyze, anticipate, and mimic enemy tactics. Tri-fighters can enter combat independently or link their intelligence systems to coordinate multi-fighter attacks on a single target.



STABLE SHOOTING

Designed and built by Baktoid Fleet Ordnance, the HMP (Heavy Missile Platform) droid gunship has a heavy, weapon-laden front end. Powerful repulsorlift arrays provide stability, ensuring the HMP's lethal effectiveness both in skirmishes and as a hovering gun platform over ground battles. High-powered shields in its saucer-like hull deflect and absorb all but the most powerful laser blasts. Forward thrust is provided by ion-drive engines at the rear of the gunship.

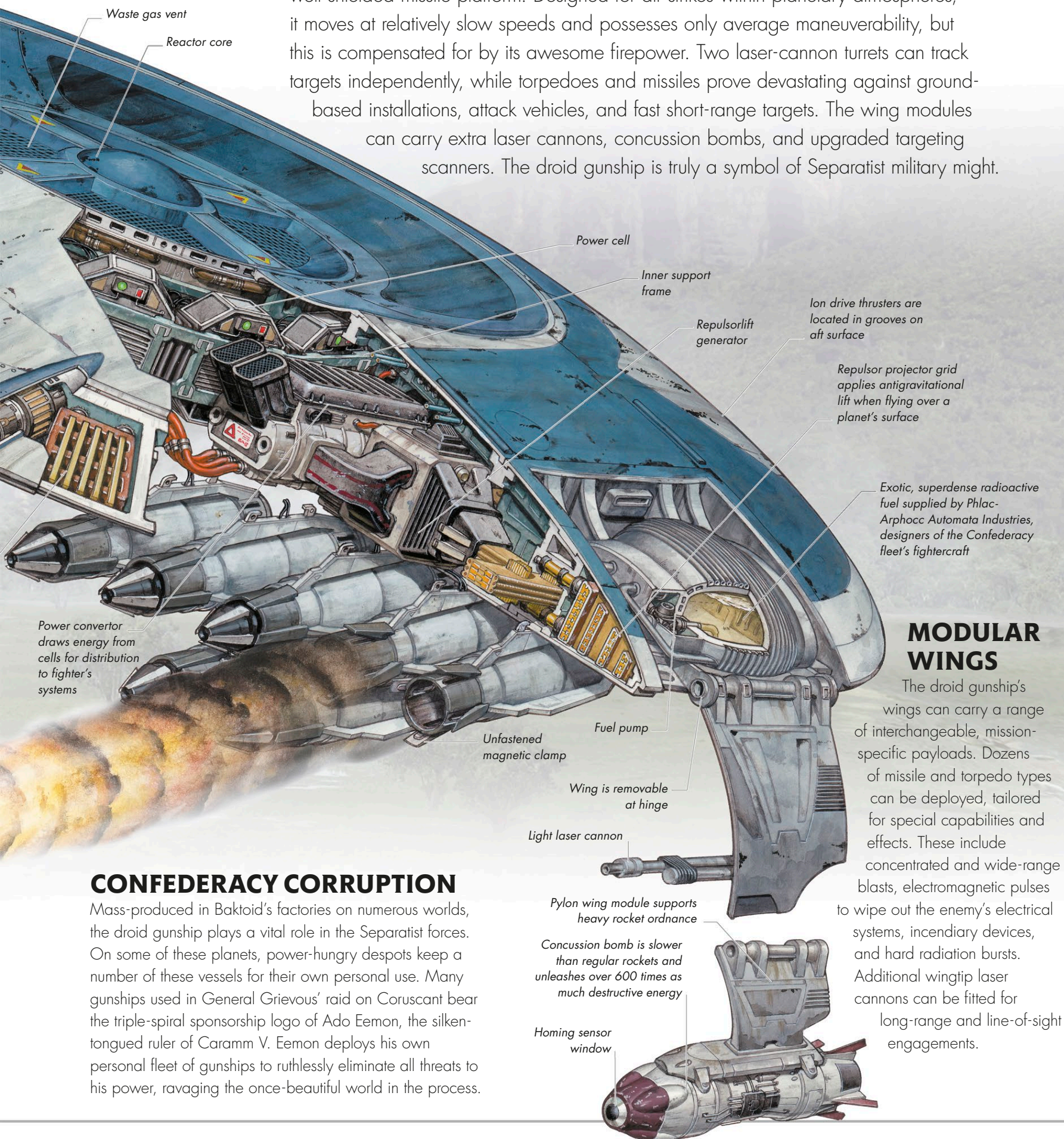


DATA FILE

- > **MANUFACTURER** Baktoid Fleet Ordnance
- > **MODEL** HMP (Heavy Missile Platform)
- > **TYPE** Droid Lander
- > **DIMENSIONS (EXCLUDING GUNS)** Length: 12.3 m (40 ft 4 in); width: 11 m (36 ft 1 in); height: 3.1 m (10 ft 2 in)
- > **CREW** None (integrated droid brain)
- > **WEAPONS (STANDARD CONFIGURATION)** 2 double laser cannon turrets, 1 medium laser cannon, 2 light laser cannons, 14 missiles
- > **AFFILIATION** Separatists

DROID GUNSHIP

Ominous in appearance and relentless in battle, the droid gunship is a powerful, well-shielded missile platform. Designed for air strikes within planetary atmospheres, it moves at relatively slow speeds and possesses only average maneuverability, but this is compensated for by its awesome firepower. Two laser-cannon turrets can track targets independently, while torpedoes and missiles prove devastating against ground-based installations, attack vehicles, and fast short-range targets. The wing modules can carry extra laser cannons, concussion bombs, and upgraded targeting scanners. The droid gunship is truly a symbol of Separatist military might.



MODULAR WINGS

The droid gunship's wings can carry a range of interchangeable, mission-specific payloads. Dozens of missile and torpedo types can be deployed, tailored for special capabilities and effects. These include concentrated and wide-range blasts, electromagnetic pulses to wipe out the enemy's electrical systems, incendiary devices, and hard radiation bursts. Additional wingtip laser cannons can be fitted for long-range and line-of-sight engagements.

CONFEDERACY CORRUPTION

Mass-produced in Baktoid's factories on numerous worlds, the droid gunship plays a vital role in the Separatist forces. On some of these planets, power-hungry despots keep a number of these vessels for their own personal use. Many gunships used in General Grievous' raid on Coruscant bear the triple-spiral sponsorship logo of Ado Eemon, the silken-tongued ruler of Caramm V. Eemon deploys his own personal fleet of gunships to ruthlessly eliminate all threats to his power, ravaging the once-beautiful world in the process.

JUGGERNAUT

The Galactic Republic's HAVw A6 Juggernaut, also known as a clone turbo tank, is a monstrous, ten-wheeled, armored box, built around a powerful reactor core and engine, with blasters and grenade launchers on every side. As well as being a frontline assault vehicle, this hulk provides secure shelter and transport for a company of dedicated clone troopers. Rugged and powerful, the Juggernaut is the well-chosen backbone of the clone armies. Under the command of Jedi Master Yoda, they form the most integral part of a dogged campaign to eject battle droid invaders from the strategic Wookiee homeworld, Kashyyyk.

ROLLING WAR-MACHINE

Although wheeled transport may seem outdated, the large surface of the Juggernaut's wheels helps reduce ground pressure, making the vehicle less prone to sinking in soft soil than heavy walkers. Direct ground contact also protects it from electromagnetic attacks and shield discharges, and it can decelerate and stop faster than repulsorlift crafts of a comparable size. Nearly impenetrable armor and an arsenal of beam and missile weapons make the Juggernaut more than a match for most of the Separatists' ground-based war machines.

DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** HAVw A6 Juggernaut
- > **TYPE** Tank
- > **DIMENSIONS** Length: 49.4 m (162 ft); width: 19.6 m (64 ft 4 in); height: 30.4 m (99 ft 9 in)
- > **CREW** 12 (plus up to 300 passengers depending on internal configuration)
- > **WEAPONS** 1 heavy laser cannon turret, 1 rapid repeating laser cannon, 2 medium antipersonnel laser cannons, 2 twin blaster cannons, 2 rocket/grenade launchers
- > **AFFILIATION** Galactic Republic

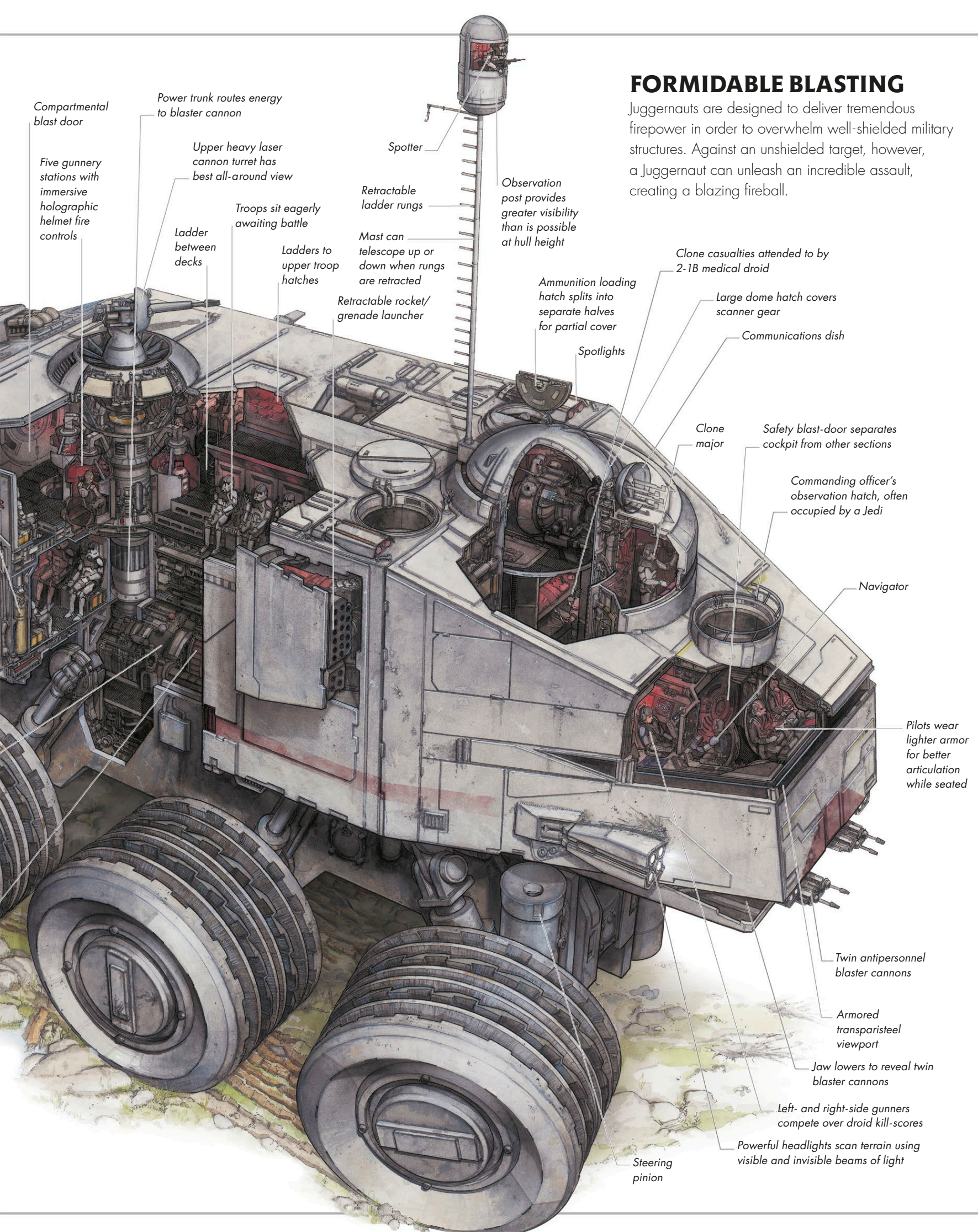
DOUBLE-HEADED MONSTER

Each of a Juggernaut's wheels consists of three versatile, independently spinning segments, which enable the hulking vehicle to move smoothly across even the most inhospitable terrain. The vehicle can also reverse direction easily, moving equally well in forward and reverse gears. Either cockpit can assume full control, which has led to much debate among Juggernaut crews as to which cockpit is the true "front" end.



FORMIDABLE BLASTING

Juggernauts are designed to deliver tremendous firepower in order to overwhelm well-shielded military structures. Against an unshielded target, however, a Juggernaut can unleash an incredible assault, creating a blazing fireball.

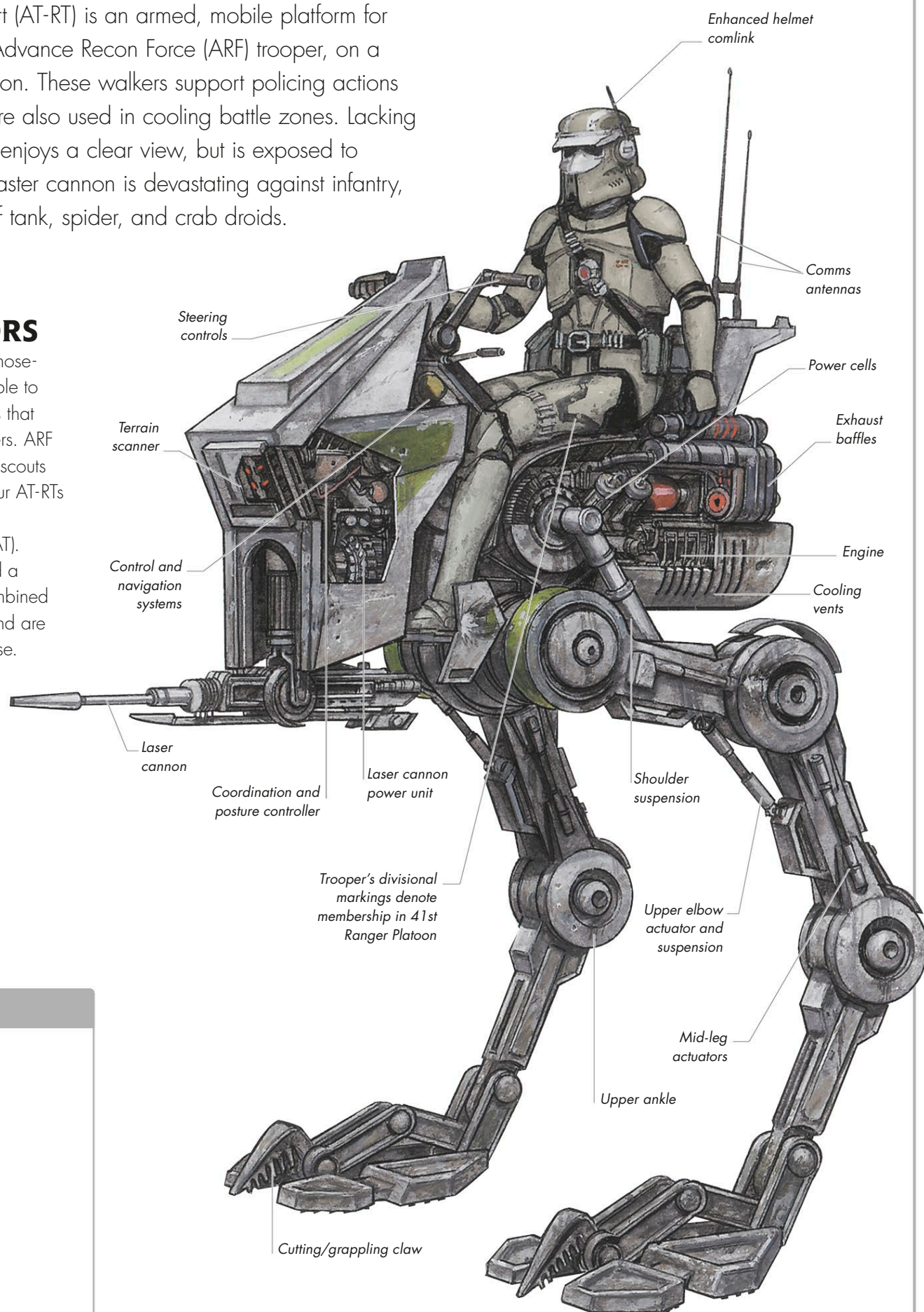


AT-RT

The All Terrain Recon Transport (AT-RT) is an armed, mobile platform for a single soldier, normally an Advance Recon Force (ARF) trooper, on a patrol or reconnaissance mission. These walkers support policing actions in dense civilian areas, and are also used in cooling battle zones. Lacking an enclosed cabin, the driver enjoys a clear view, but is exposed to small-arms fire. The AT-RT's blaster cannon is devastating against infantry, but weak against the armor of tank, spider, and crab droids.

ELEVATED WARRIORS

With the AT-RT's elevated view and nose-mounted repeating laser, a pilot is able to spot and attack long-distance targets that might go unseen by allied foot soldiers. ARF troopers are trained to serve as lone scouts or work in teams, and a squad of four AT-RTs can easily overpower a single Trade Federation Armored Assault Tank (AAT). Hand-held controls, foot-pedals, and a posture-sensitive saddle serve as combined steering mechanisms for the AT-RT, and are designed to operate with intuitive ease. A motion-detection scanner as well as data displays for numerous sensors help the AT-RT pilot sight targets in various environments.



DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** AT-RT (All Terrain Recon Transport)
- > **TYPE** Walker
- > **DIMENSIONS** Height: 3.2 m (10 ft 6 in)
- > **CREW** 1 pilot
- > **WEAPONS** 1 laser cannon
- > **AFFILIATION** Galactic Republic

COMMERCE GUILD SUPPORT DESTROYER

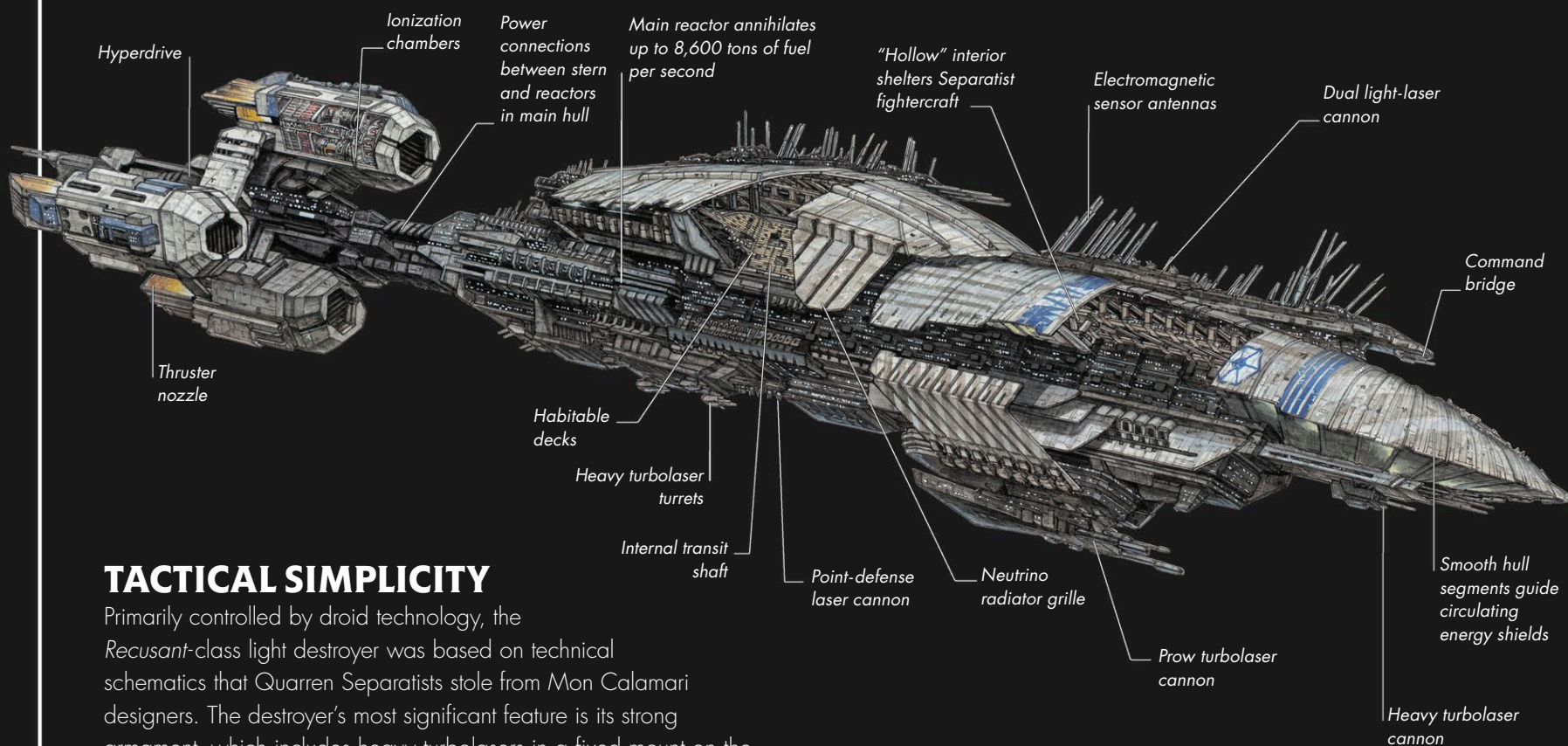
Separatist *Recusant*-class light destroyers are mass-produced by zealous workers led by Techno Union foremen, using materials from many Commerce Guild worlds. Since the beginning of the Clone Wars, countless numbers of these support vessels have been built, destroyed in battle, and replaced. Lone *Recusant*-class ships often carry out attacks on Republic commercial shipping, but their real effectiveness becomes apparent when deployed in large numbers. Four to six can outgun a Republic *Venator*-class Star Destroyer.



Because most Commerce Guild light destroyers are crewed by droids without any sense of self-preservation, they rarely hesitate to deliberately ram Republic Star Destroyers.

DATA FILE

- > **MANUFACTURER** Hoersch-Kessel Drive Inc. and Free Dac Volunteers Engineering Corps
- > **MODEL** *Recusant*-class
- > **TYPE** Light destroyer
- > **DIMENSIONS** Length: 1,187 m (3,894 ft 4 in); width: 157 m (515 ft 1 in); height: 163 m (534 ft 9 in)
- > **CREW** 300 (plus up to 40,000 battle droids)
- > **WEAPONS** 1 prow heavy turbolaser cannon, 4 heavy turbolaser cannons, 6 heavy turbolaser turrets, 5 turbolaser cannons, 30 dual laser cannons, 12 dual light laser cannons, 60 point-defense laser cannons
- > **AFFILIATION** Separatists

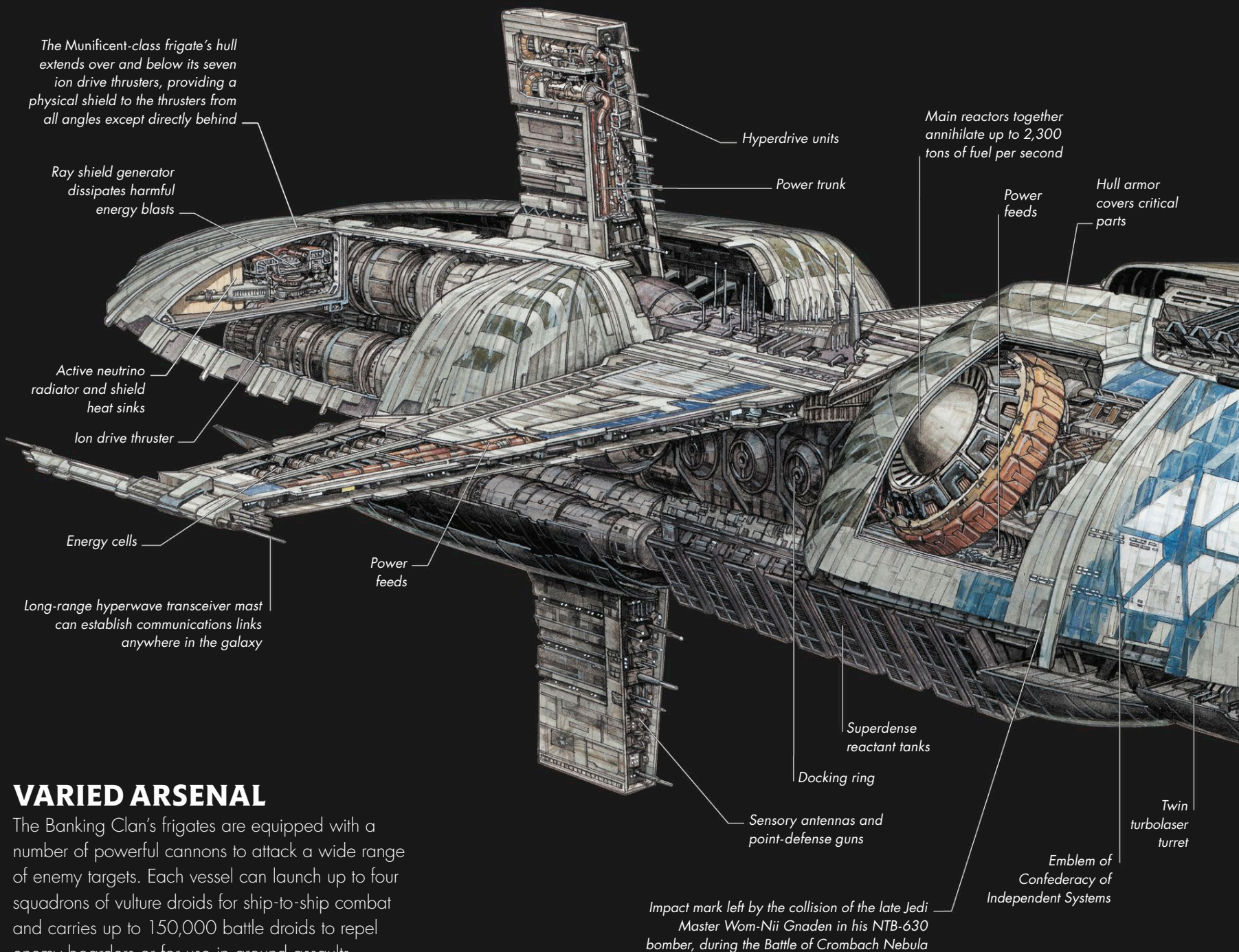


TACTICAL SIMPLICITY

Primarily controlled by droid technology, the *Recusant*-class light destroyer was based on technical schematics that Quarren Separatists stole from Mon Calamari designers. The destroyer's most significant feature is its strong armament, which includes heavy turbolasers in a fixed mount on the ship's prow. The destroyer's only weakness may be its droid brain's single-mindedness, as it is compelled to stubbornly attack a single target while ignoring all others until the target is destroyed or disabled.

BANKING CLAN FRIGATE

The Banking Clan's *Munificent*-class star frigates are combat-communication ships and form the bulk of the Separatist fleet during the Clone Wars. These versatile ships assist with the navigation and coordination of Separatist fleets deep in hostile space. Powerful antennas channel hyperwave supralight transceivers, while jamming devices hinder enemy sensors and targeting systems. The frigates are also potent offensive vessels. Each craft's two huge turbolaser cannons can, for example, blast-melt an ice-moon measuring 1,000 kilometers (621 miles) in diameter, or pierce the shields of a 10-km-wide (6.2-mile-wide) Grade III battle station. These ships coordinate and take part in Separatist fleet actions, such as attacks on the interstellar HoloNet relays, which consequently blind and isolate Republic forces.



VARIED ARSENAL

The Banking Clan's frigates are equipped with a number of powerful cannons to attack a wide range of enemy targets. Each vessel can launch up to four squadrons of vulture droids for ship-to-ship combat and carries up to 150,000 battle droids to repel enemy boarders or for use in ground assaults. The ships can even launch jetpack battle droids to attack Republic ships and overwhelm them.

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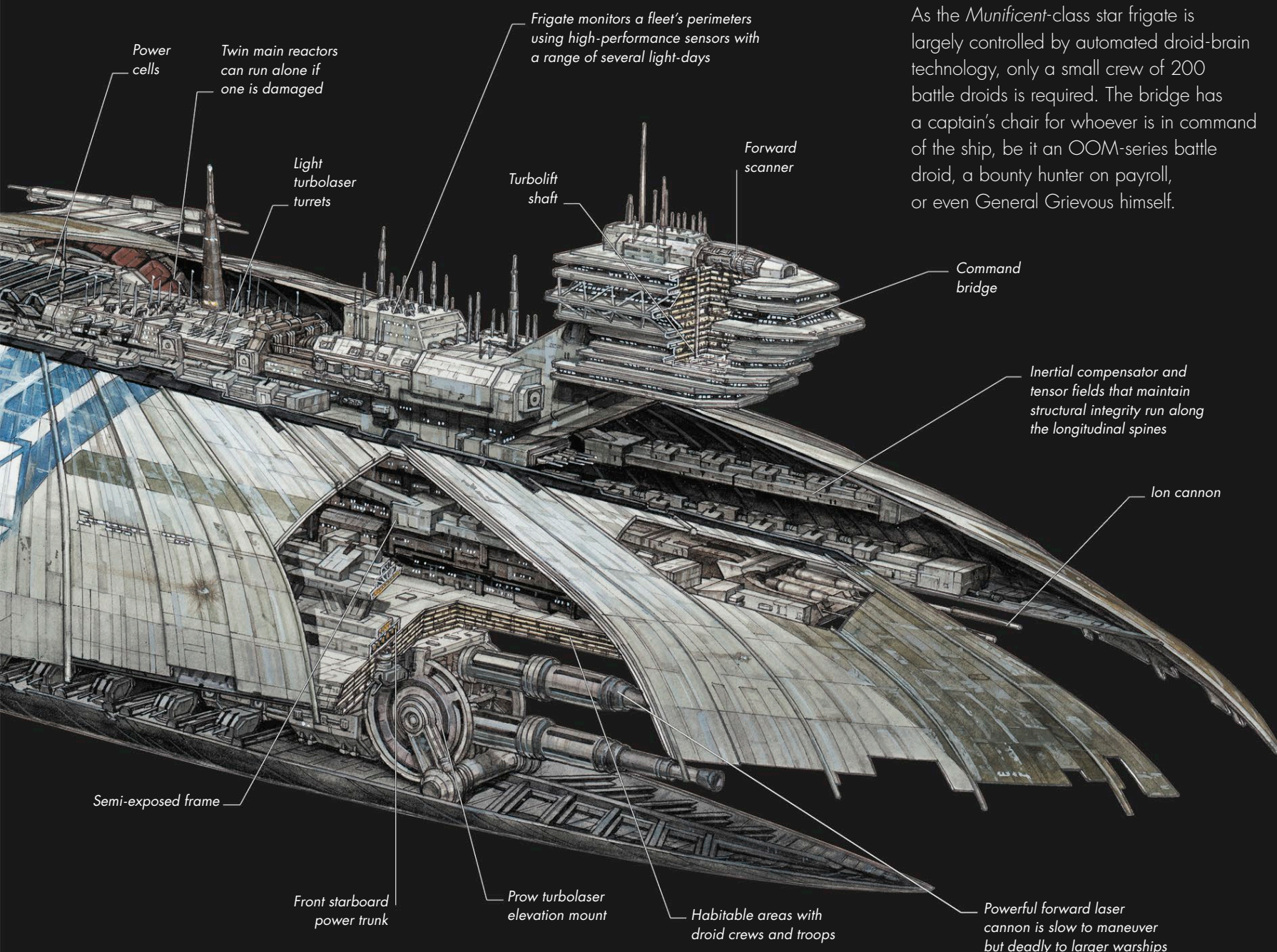
- > **MANUFACTURER** Hoersch-Kessel Drive Inc.
- > **MODEL** *Munificent*-class
- > **TYPE** Frigate
- > **DIMENSIONS** Length: 825 m (2,706 ft 8 in); width: 426 m (1,397 ft 8 in); height: 243 m (797 ft 3 in)
- > **CREW** 200 (up to 150,000 battle droids)
- > **WEAPONS** 2 heavy turbolaser cannons, 2 long-range ion cannons, 26 twin turbolaser cannons, 20 light turbolaser turrets, 38 point-defense laser cannons
- > **AFFILIATION** Separatists



High in Coruscant's orbit, a *Munificent*-class frigate is wracked by a massive explosion caused by enemy fire.

SKELETON CREW

As the *Munificent*-class star frigate is largely controlled by automated droid-brain technology, only a small crew of 200 battle droids is required. The bridge has a captain's chair for whoever is in command of the ship, be it an OOM-series battle droid, a bounty hunter on payroll, or even General Grievous himself.



INVISIBLE HAND

In a bold strike at the Republic capital, Coruscant, raiders from the Separatist flagship *Invisible Hand* have abducted Supreme Chancellor Palpatine. The vessel waits in orbit with the Separatist fleet as the droid kidnappers return with their valuable prize—but before they can flee, thousands of Republic battleships engage the craft, trapping it in an upper atmospheric combat within the planet's defensive shield. The *Invisible Hand* is badly damaged by enemy guns, so Jedi rescuers Obi-Wan Kenobi and Anakin Skywalker must find Palpatine in a rapidly decaying spacewreck. Ruptured compartments are flooded with fluidic coolants and propellants laced with invisible, exotic hypermatter fuels. Artificial gravity, tensor fields, and inertial compensators all begin to fail, as the crippled ship threatens to tear itself apart. The battle rages on, until the *Invisible Hand* begins its meteoric fall toward the surface of Coruscant.

Swarms of vulture droids attempt to stop the Jedi interceptors and ARC-170 fighters from reaching the *Invisible Hand*.

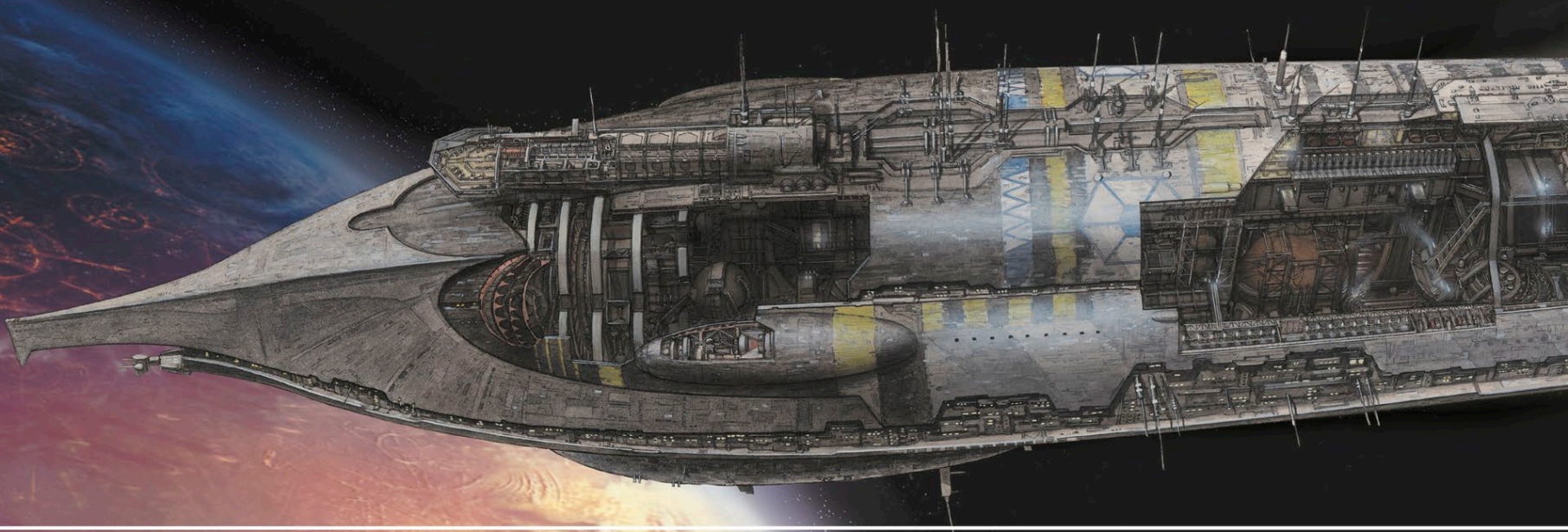


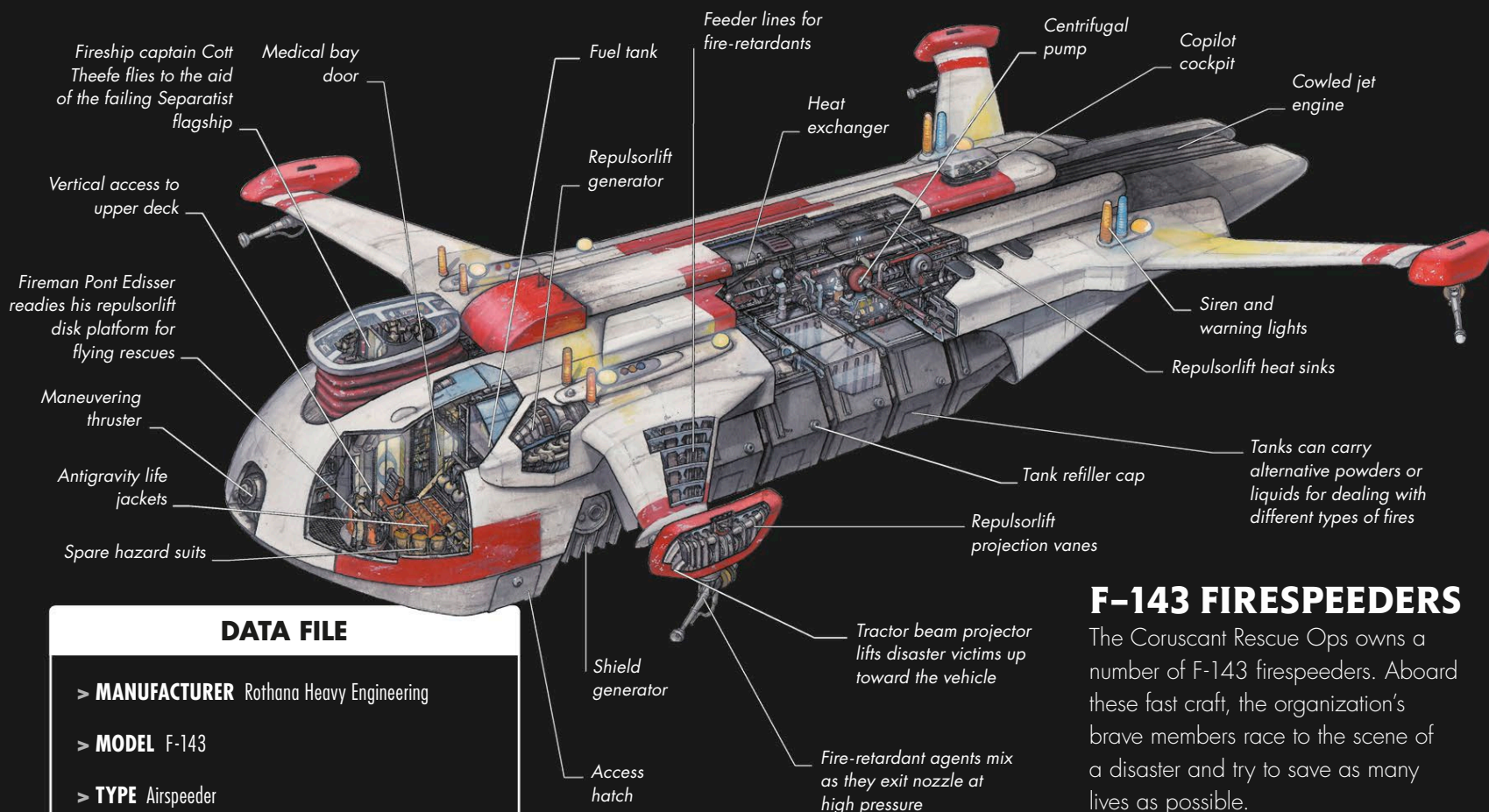
DATA FILE

- > **MANUFACTURER** Free Dac Volunteers Engineering Corps
- > **MODEL** Providence-class
- > **TYPE** Battleship
- > **DIMENSIONS** Length: 1,088 m (3,569 ft 7 in); width: 198 m (649 ft 7 in); height: 347 m (1,138 ft 5 in)
- > **CREW** 600 (plus up to 1.5 million battle droids)
- > **WEAPONS** 14 quad turbolaser turrets, 34 dual laser cannons, 2 ion cannons, 12 point-defense ion cannons, 102 proton torpedo tubes
- > **AFFILIATION** Separatists

A WOUNDED BEAST

The *Invisible Hand* attempts to drift inconspicuously in the concentrated shelter of Separatist battleships, destroyers, and frigates. Large numbers of vulture droid fighters and droid tri-fighters cluster protectively around the flagship. When Kenobi and Skywalker approach in their Jedi interceptors, the ship's deflector shields are already failing—small areas of the hull are open to attack from even the tiniest fighters. Anakin shoots out the atmosphere containment shield protecting the hangar entry, breaching the vessel's defenses.





DATA FILE

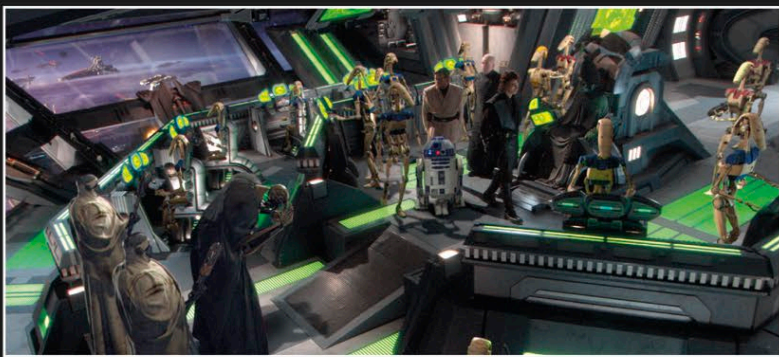
- > **MANUFACTURER** Rothana Heavy Engineering
- > **MODEL** F-143
- > **TYPE** Airspeeder
- > **DIMENSIONS** Length: 36 m (118 ft 1 in)
- > **CREW** 1 captain; 2 crew (space for multiple firefighters)
- > **WEAPONS** Water spray, foam spray, fire retardant agents
- > **AFFILIATION** Coruscant Rescue Ops

F-143 FIRESPEEDERS

The Coruscant Rescue Ops owns a number of F-143 firespeeders. Aboard these fast craft, the organization's brave members race to the scene of a disaster and try to save as many lives as possible.



INVISIBLE HAND (CONT.)



Captured by Separatist droid soldiers, Obi-Wan Kenobi, Anakin Skywalker, and Supreme Chancellor Palpatine are escorted to *Invisible Hand*'s command bridge.



Displaying an oft-exhibited focus on self-preservation, General Grievous flees the *Invisible Hand*. Following Dooku's execution aboard the vessel, Grievous becomes the figurehead of the Separatist government.

Chancellor Palpatine and the Jedi prisoners are brought to the bridge to face General Grievous as the ship begins its fiery descent toward Coruscant

The *Invisible Hand* is under the overall control of General Grievous, commander of the Confederacy's droid armies

Command bridge

Empty escape pod bays, jettisoned by General Grievous to spite his enemies

Corridor

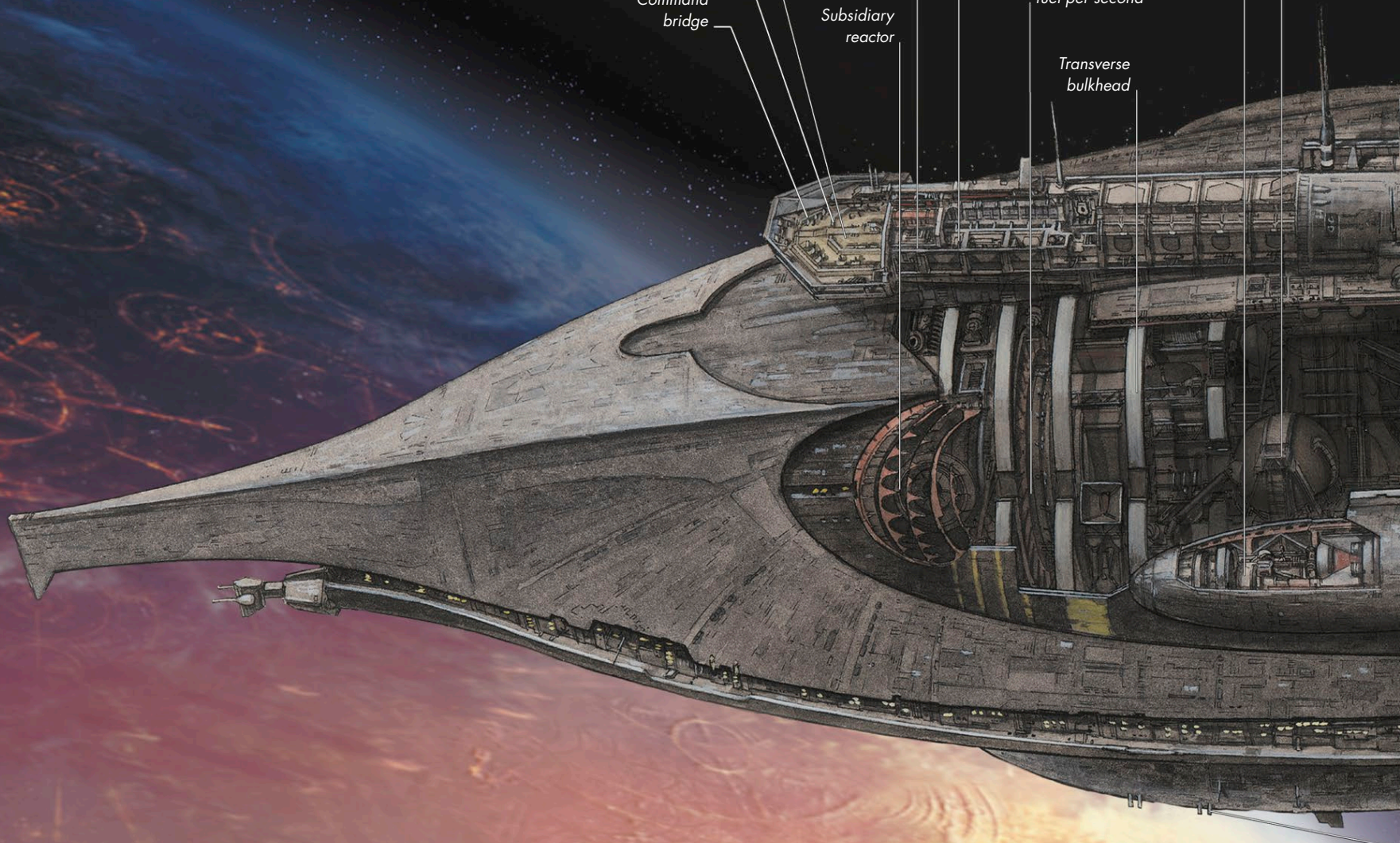
Subsidiary reactor

Hyperdrive reactant silo

Powerful deflector shield generator network

Reactors can annihilate up to 12,000 tons of fuel per second

Transverse bulkhead

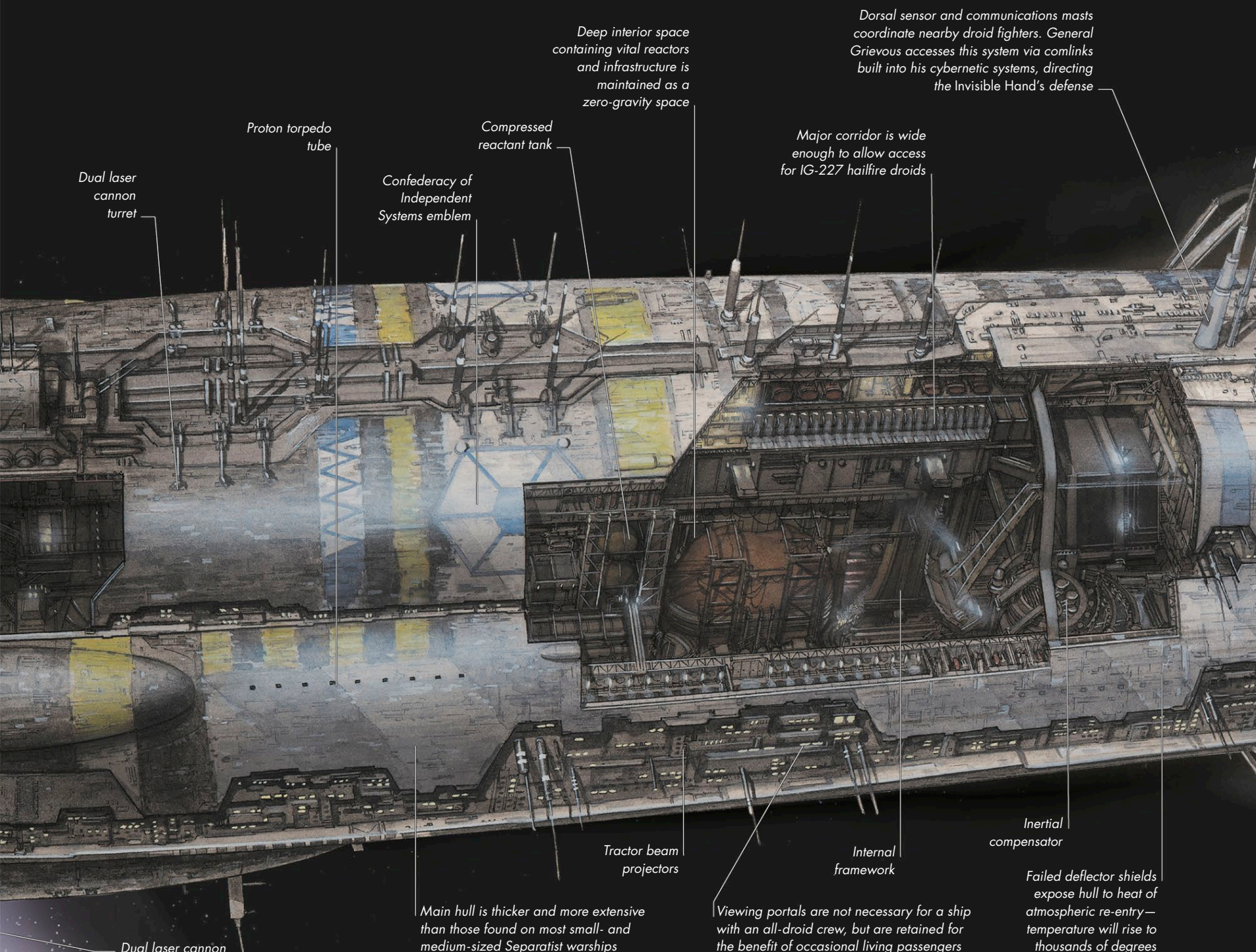


DAMAGE CONTROL

The battle over Coruscant has a disastrous impact on Galactic City. Each crashing battleship scars the cityscape with a ten-kilometer (six-mile) crater and the shockwaves flatten buildings in the vicinity. Daring rescue-service pilots fly tirelessly in countless civic emergency vehicles, saving crews from doomed ships and guiding the falling hulks to minimize damage and loss of life. Firespeeders flock to spray-cool the plunging *Invisible Hand*'s flaming hull. Their invaluable assistance helps Anakin Skywalker gain control of the wreck and make a relatively soft impact, saving the lives of thousands of innocent residents.



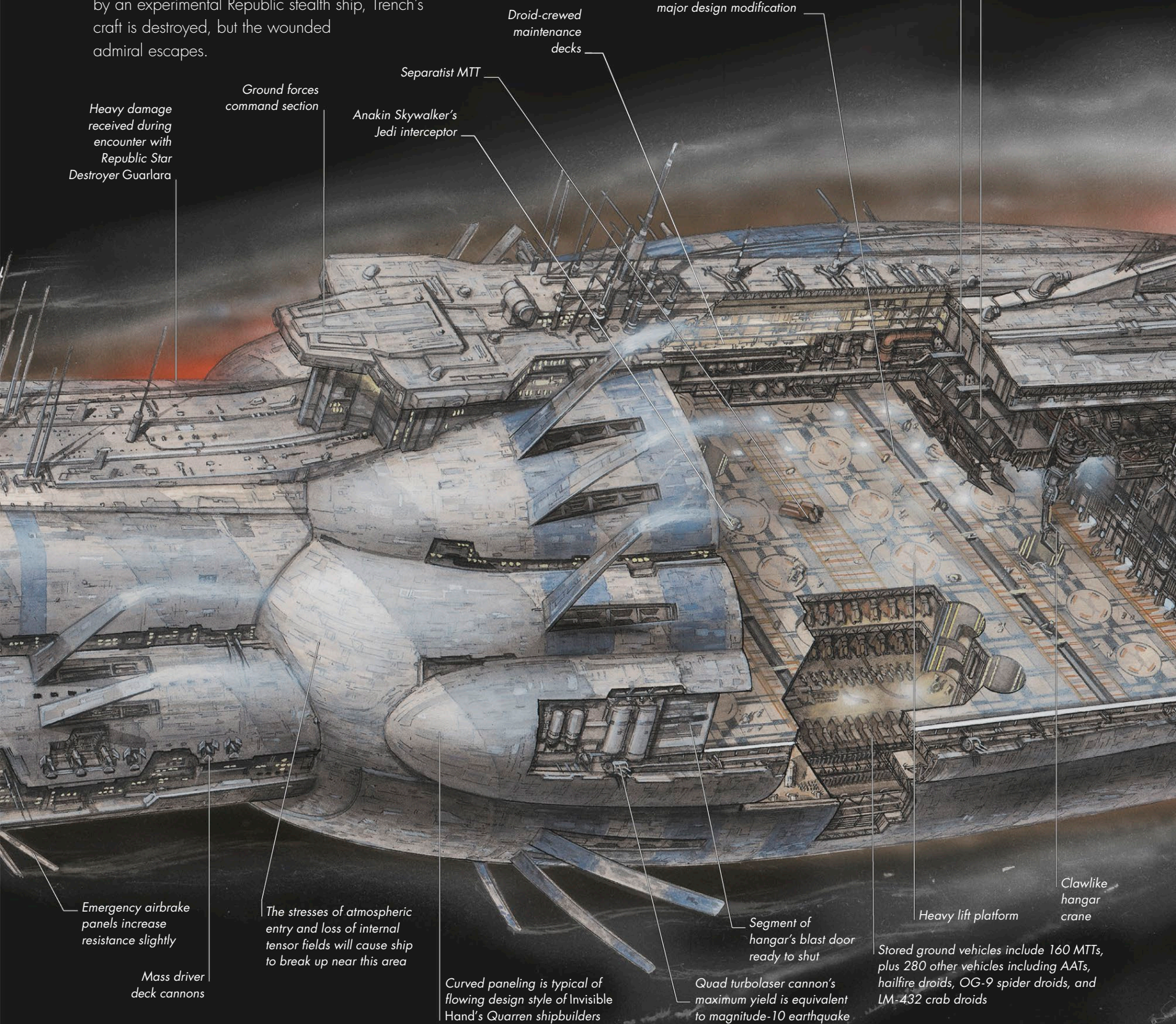
F-143s direct their pressurized dousers at the most ferocious fires ravaging the *Invisible Hand*.

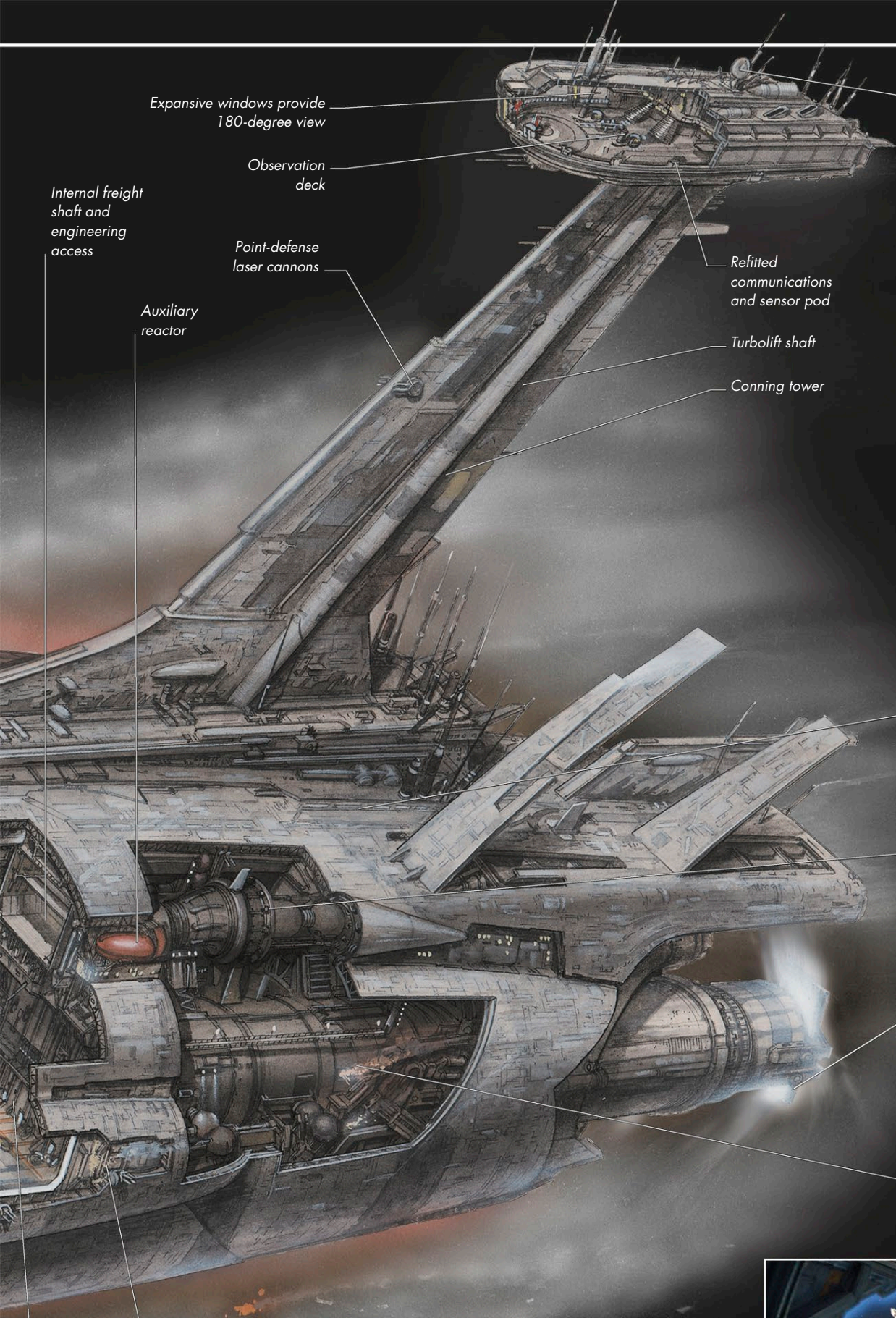


INVISIBLE HAND (CONT.)

CAPITAL SHIPS

From the first battles of the Clone Wars through to its closing battles, *Providence*-class dreadnoughts are often used as Separatist flagships. These fearsome capital ships are typically commanded by their Navy's most decorated leaders, who may adorn their craft with their personal sigils. During the Battle of Christophsis, the cunning veteran Admiral Trench launches a devastating attack on the crystalline planet from the dreadnought *Invincible*. Thanks to a surprise assault by an experimental Republic stealth ship, Trench's craft is destroyed, but the wounded admiral escapes.





Interstellar communications array

Expansive windows provide 180-degree view

Observation deck

Point-defense laser cannons

Internal freight shaft and engineering access

Auxiliary reactor

Refitted communications and sensor pod

Turbolift shaft

Conning tower

Vulture droids prowl the stricken ship's surface, ready to attack any approaching Loyalist fighters

Portside hyperdrive module

Shielded thrusters deflect ion particle streams to generate reverse braking thrust

Plasma leak from engine

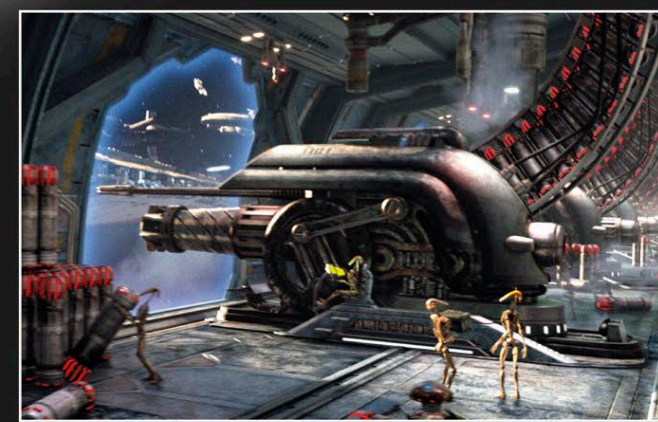
Hangar entrance's atmospheric shield projector is wrecked by Anakin Skywalker's attack in his Jedi interceptor

Access to engine and power generator area

WIZARD'S TOWER

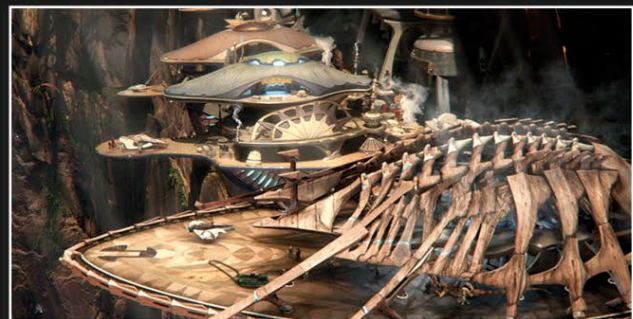
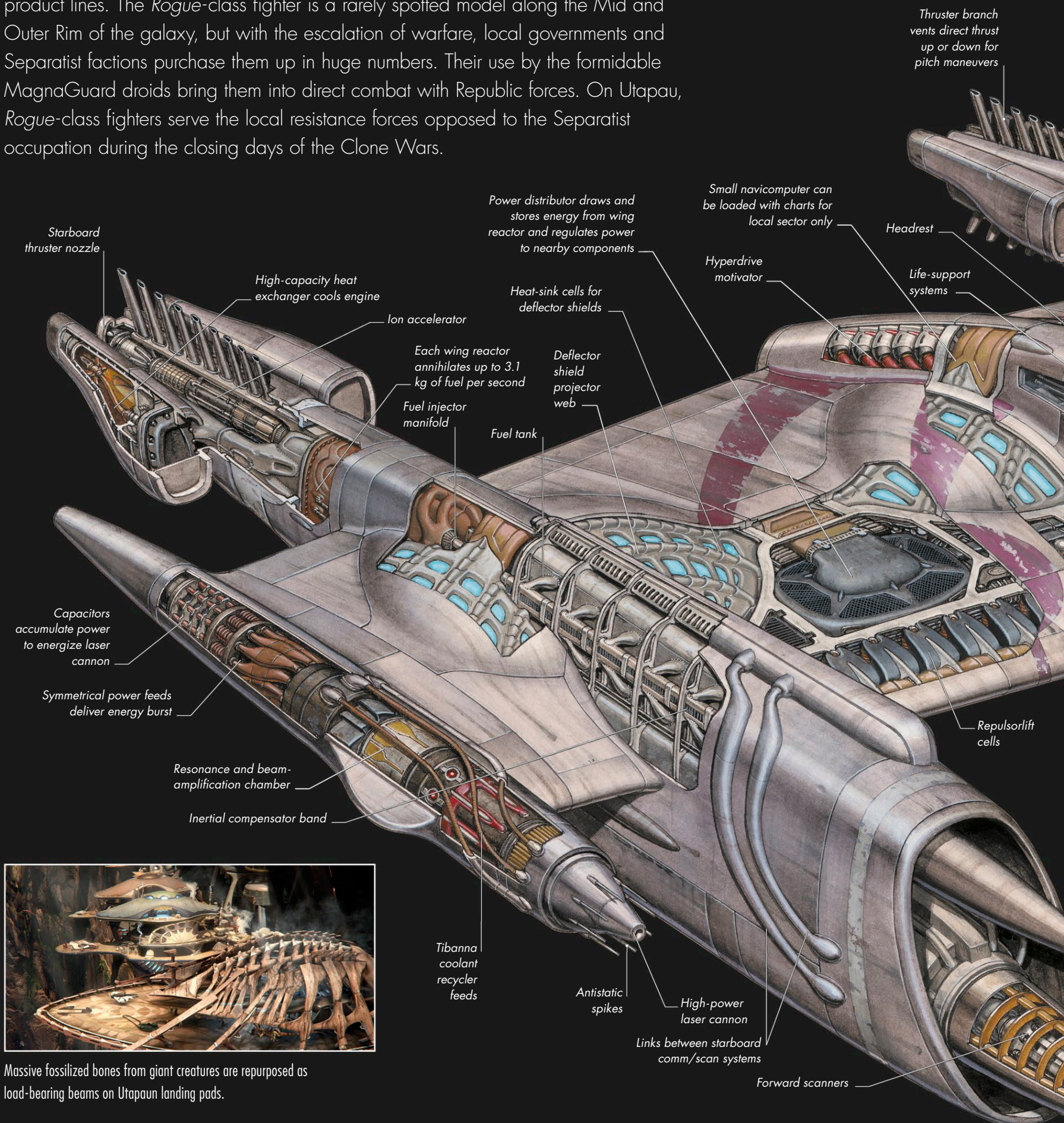
Shortly before the Coruscant strike, the *Invisible Hand's* main communications and sensor pod was refitted as a lofty sanctum for Count Dooku, the political leader of the Separatist cause. Sith cunning and Jedi wisdom make Dooku a peerless exponent of manipulative propaganda—he affects a simple and saintly image and is called “Gentle Hand” by superstitious folk on innumerable worlds. From the ship’s tower, Dooku transmits spiritualistic appeals to agitate and divide the galactic populace. Unless he is stopped, the Sith Lord will broadcast the holo-image of the captive Supreme Chancellor Palpatine around the galaxy to crush Republic morale.

The Separatist flagship is armed with mass driver cannons—projectile weapons that rest on deck-mounted swivel platforms. Unlike turbolasers, the cannons have an ammunition feed and release expended shells when fired.



ROGUE-CLASS FIGHTER

The spreading hostilities of the Clone Wars see an invigoration of faltering starfighter product lines. The *Rogue-class* fighter is a rarely spotted model along the Mid and Outer Rim of the galaxy, but with the escalation of warfare, local governments and Separatist factions purchase them up in huge numbers. Their use by the formidable MagnaGuard droids bring them into direct combat with Republic forces. On Utapau, *Rogue-class* fighters serve the local resistance forces opposed to the Separatist occupation during the closing days of the Clone Wars.



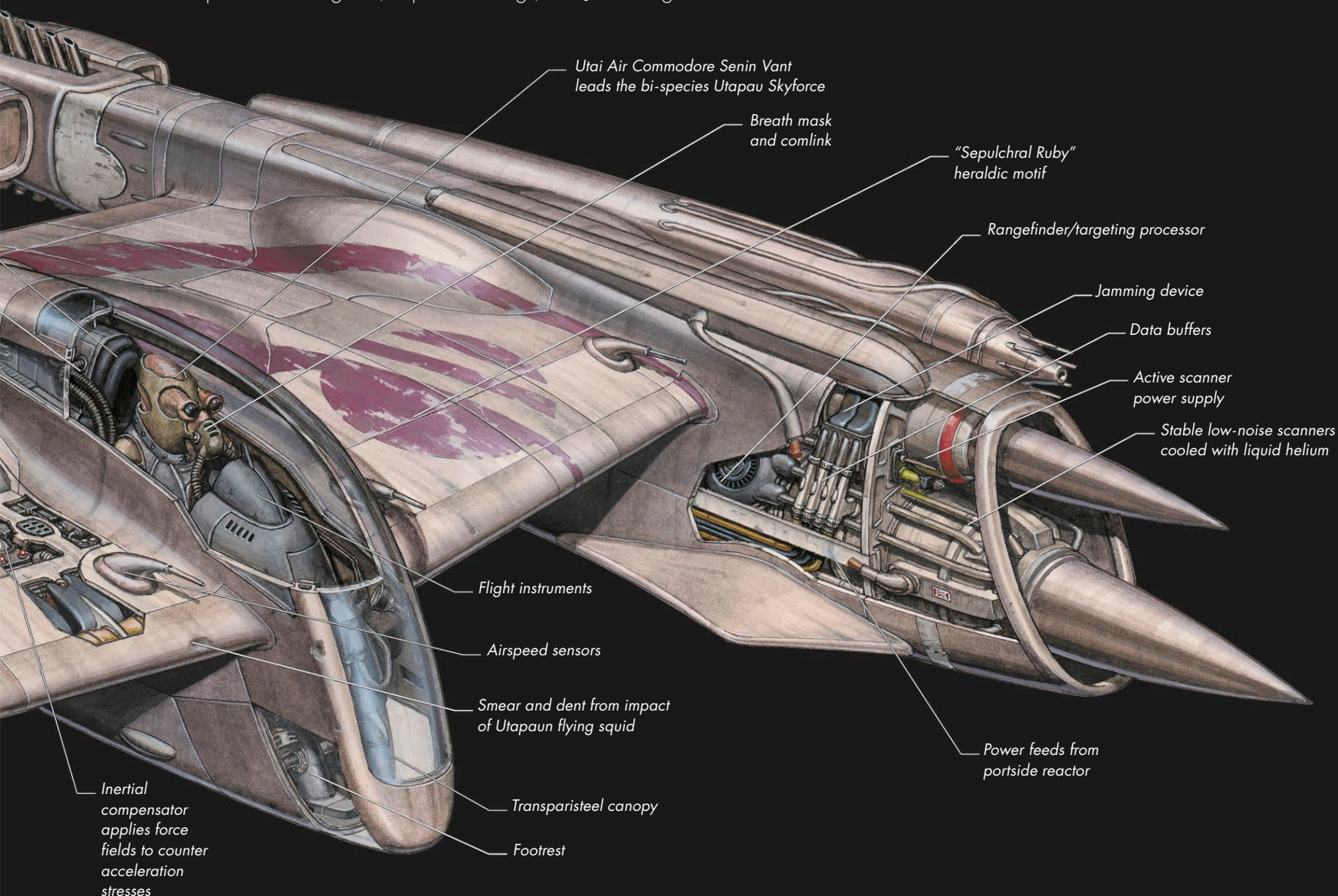
Massive fossilized bones from giant creatures are repurposed as load-bearing beams on Utapau landing pads.

HOME FORCE

The Trade Federation protects its position in remote galactic regions by placing embargoes on arms sales to planetary governments. As a result, Utapauns rely upon downscaled ships—their biggest antipirate Rendili Dreadnaught is one-fifth of the size of a Trade Federation battleship. Lacking a heavy navy, Utapauns deploy a rugged and potent starfighter force. Their large *Rogue*-class fighters are capable of independent hyperspace jumps, which enables them to defend the security of Utapau far into the Tarabba sector. The interstellar range of these ships means they can endure longer, more arduous missions than tiny, fleet-based craft such as Separatist droid fighters, Republic V-wings, and Jedi starfighters.



Since the Separatist invasion, the Utai workers in Pau city have had to work on their hidden fighters in secret.



DATA FILE

- > **MANUFACTURER** Baktoid Armor Workshop
- > **MAKE** *Rogue*-class
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 12.7 m (41 ft 8 in); width: 12.88 m (42 ft 3 in); height: 2.71 m (8 ft 11 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 laser cannons
- > **AFFILIATION** Separatists, Utapau Skyforce

RECLAIMING UTAPAU

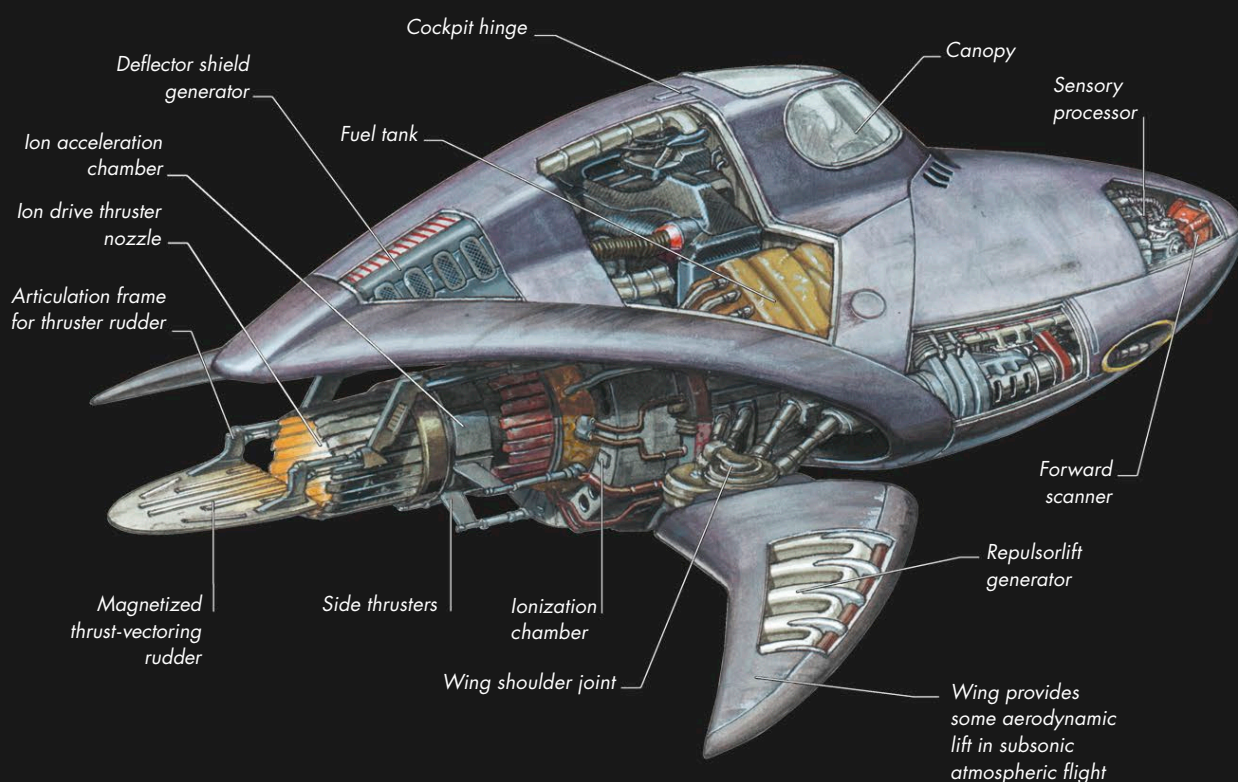
Utapauns live on an eerie world of wind, bones, and caves far from Tarabba Prime, the nearest major shipping and communications hub. The planet is shared by three humanoid species, the Utai and the Pau'ans, known collectively as Utapauns, as well as a group of Amani, who have recently settled on the world. Utapau's key asset is its obscurity, which General Grievous exploits to keep his new headquarters a secret from Republic forces. When the Utapauns decide to fight back against the Separatist occupation, local knowledge and the *Rogue*-class's advanced scanner systems give them a sharp advantage in high-speed chases through the treacherous canyon terrain.

TECHNO UNION SHIPS

The Techno Union is the galaxy's foremost developer of emerging technologies, including advanced engineering and microelectronics. Strongly devoted to the Separatist agenda, the Techno Union incorporates technology from such cutting-edge corporations as Haor Chall Engineering, Republic Sienar Systems, Kuat Systems Engineering, TaggeCo, and Feethan Ottraw Scalable Assemblies. Feethan Ottraw's contribution to the Techno Union's cause includes the Mankvim-814 light interceptor, Belbullab-23 heavy assault craft, and Belbullab-22 heavy starfighter. Unlike vulture droids and droid tri-fighters, Belbullab-22s are powerful enough go one-on-one with the Republic's ARC-170 starfighters.



When Republic warships arrive on Geonosis, the Techno Union's *Hardcell*-class transports prepare for an emergency evacuation.



MANKVIM-814 LIGHT INTERCEPTOR

Numerous Mankvim-814 interceptors flock to defend the Separatist foothold on Utapau. The Techno Union built these small, short-range starfighters on the planet from local materials, having hastily constructed factories in the ancient Grand Halls with no regard for Utapau's architectural heritage. The Mankvim's simple construction centers on a reactor feeding power and plasma to a high-velocity ion-drive. A magnetized rudder tilts the ion flow for off-axis thrust, while smaller side thrusters aid roll and yaw adjustments. The craft is equipped with twin rapid-fire laser cannons and durable shields for combat. Aerodynamic wings fitted with repulsorlifts also aid overall maneuverability.

INTERSTELLAR TRANSPORT

The signature transport for Techno Union officials is the *Hardcell*-class interstellar transport, which features six large, powerful thrusters that wreak havoc on launch sites but enable quick exits from planetary atmospheres. Because the Techno Union was founded and remains largely operated by Skakoans, most *Hardcell*-class transports have pressurized cabins engineered specifically for Skakoan biology, allowing them to forego their bulky pressure suits while traveling. Before the Clone Wars began, the Techno Union contributed 286 *Hardcell*-class transports to the Separatist cause. Of those transports, 117 failed to escape the Battle of Geonosis.

DATA FILE

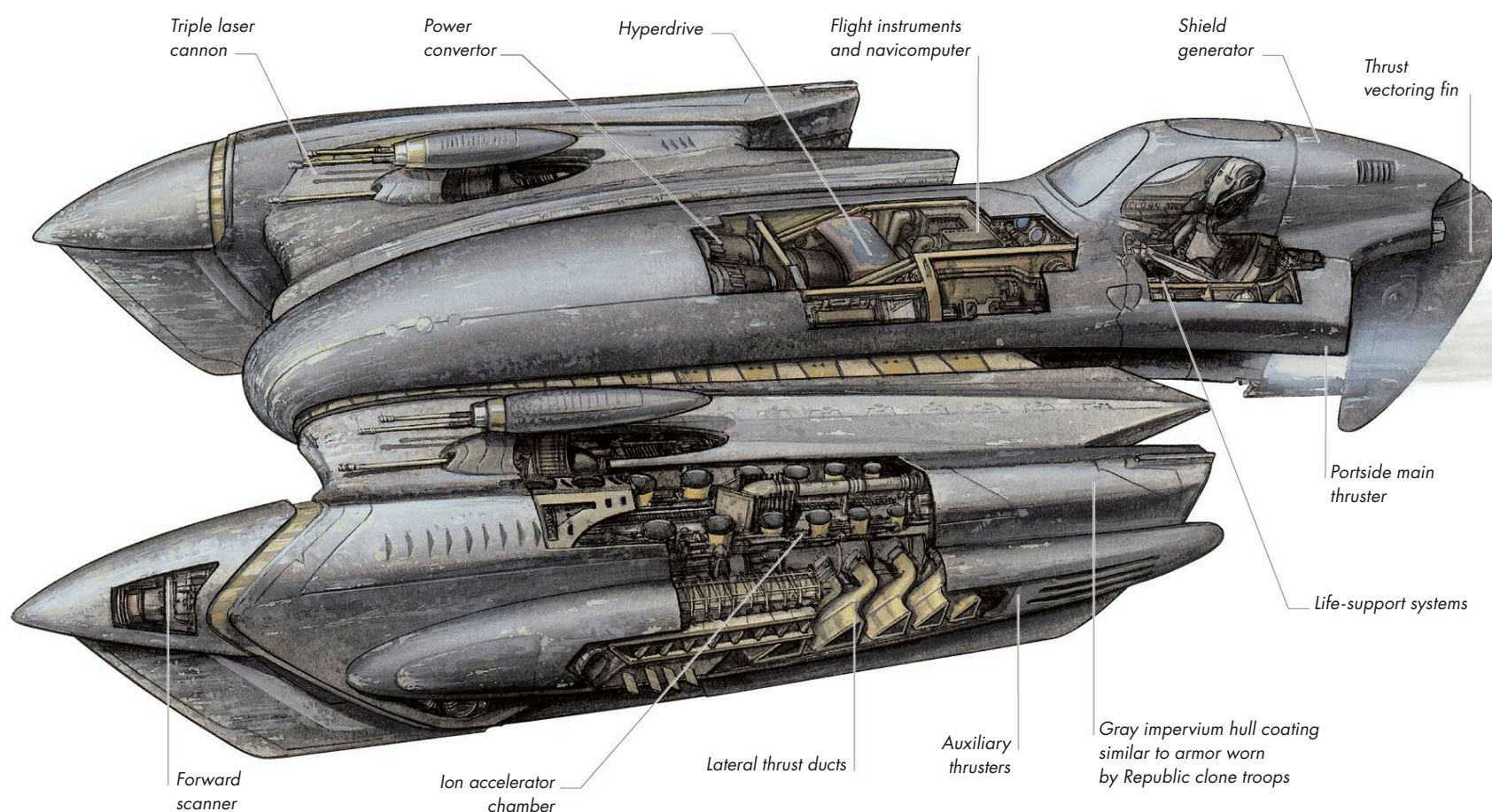
- > **MANUFACTURER** Feethan Ottraw Scalable Assemblies
- > **MODEL** Mankvim-814
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 10.7 m (35 ft 1 in); width: 6.46 m (21 ft 2 in); height: 3.45 m (11 ft 4 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 laser cannons
- > **AFFILIATION** Separatists

SOULLESS ONE

Although he prefers hand-to-hand combat, General Grievous often flies a battle-worn and modified Belbullab-22 starfighter designed by Feethan Ottraw Scalable Assemblies, specialists in self-constructing armaments factories. Made for a living pilot, the hyperdrive-equipped craft is bulkier and harder than disposable droid fighters. Two main ion drives enable the Belbullab to keep pace with a *Rogue*-class fighter. A rear-mounted thrust-vectoring fin and auxiliary thrusters built into the wings assist with yaw and roll maneuvers. Rapid-firing triple laser cannons sustain firepower of equivalent destructive force to that of the Republic's V-wing starfighters.

DATA FILE

- > **MANUFACTURER** Feethan Ottraw Scalable Assemblies
- > **MODEL** Modified Belbullab-22
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 6.7 m (21 ft 11 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 triple rapid-fire laser cannons
- > **AFFILIATION** Separatists



GETAWAY VEHICLE

To maintain contact with his droid armies, General Grievous' starfighter, *Soulless One*, has a sophisticated compact HoloNet transceiver. The transceiver can also access Republic and pirate networks, allowing Grievous to anticipate enemy activity and avoid confrontations he cannot win. After Republic forces arrive on Utapau, Grievous attempts to escape in his starfighter, which he keeps on a secret landing pad. Unknown to Grievous, his previous use of the starfighter to retreat from battle has prompted some enemies to nickname his fighter *Spineless One*.



Like the controls of General Grievous' wheel bike, the Belbullab-22's cockpit features a circular, pressure-sensitive panel for operating the ship. Set within a reinforced yoke, the controls can be operated by most humanoid.

GENERAL GRIEVOUS' WHEEL BIKE

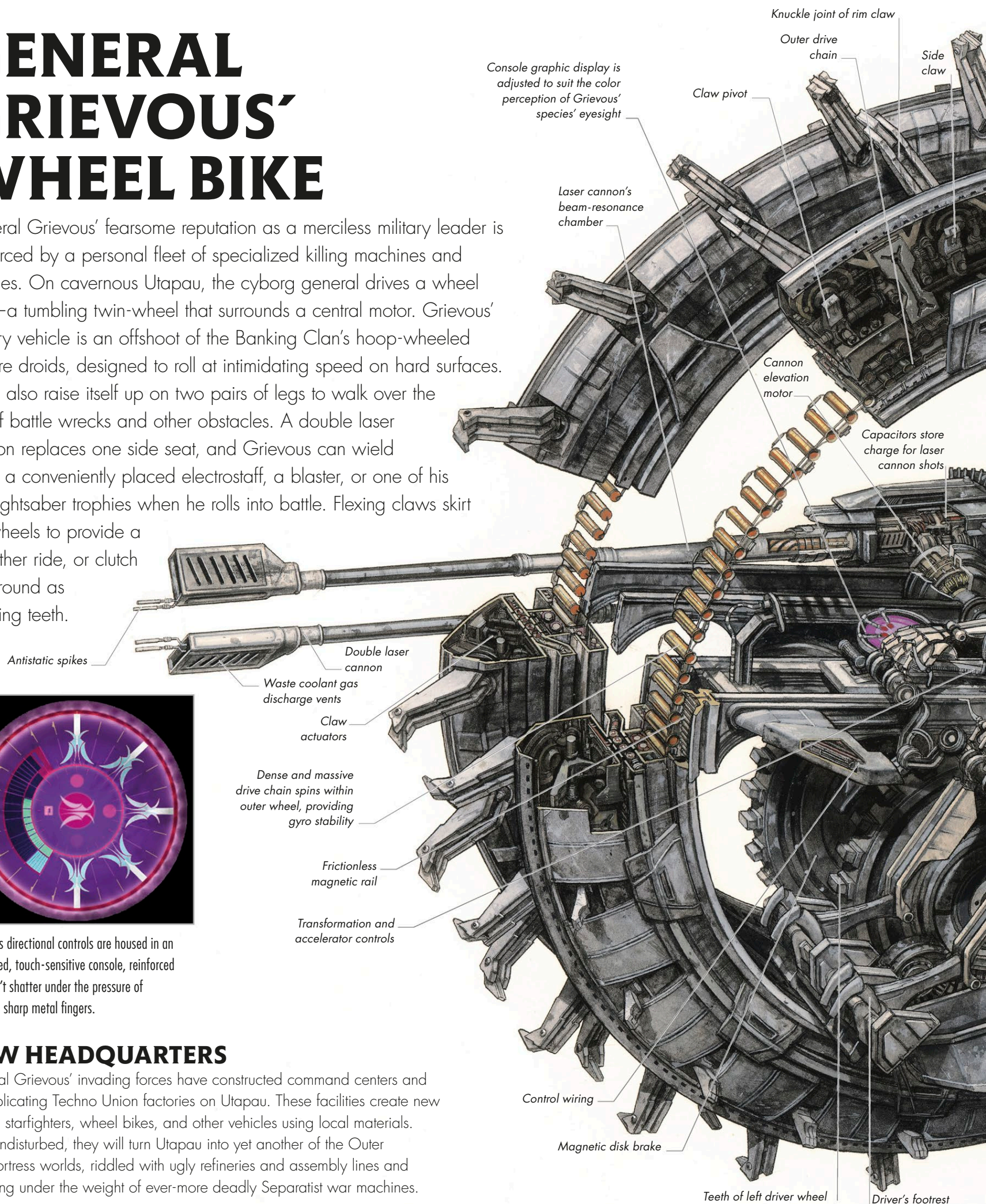
General Grievous' fearsome reputation as a merciless military leader is reinforced by a personal fleet of specialized killing machines and vehicles. On cavernous Utapau, the cyborg general drives a wheel bike—a tumbling twin-wheel that surrounds a central motor. Grievous' military vehicle is an offshoot of the Banking Clan's hoop-wheeled Hailfire droids, designed to roll at intimidating speed on hard surfaces. It can also raise itself up on two pairs of legs to walk over the top of battle wrecks and other obstacles. A double laser cannon replaces one side seat, and Grievous can wield either a conveniently placed electrostaff, a blaster, or one of his Jedi lightsaber trophies when he rolls into battle. Flexing claws skirt the wheels to provide a smoother ride, or clutch the ground as climbing teeth.



The bike's directional controls are housed in an illuminated, touch-sensitive console, reinforced so it won't shatter under the pressure of Grievous' sharp metal fingers.

NEW HEADQUARTERS

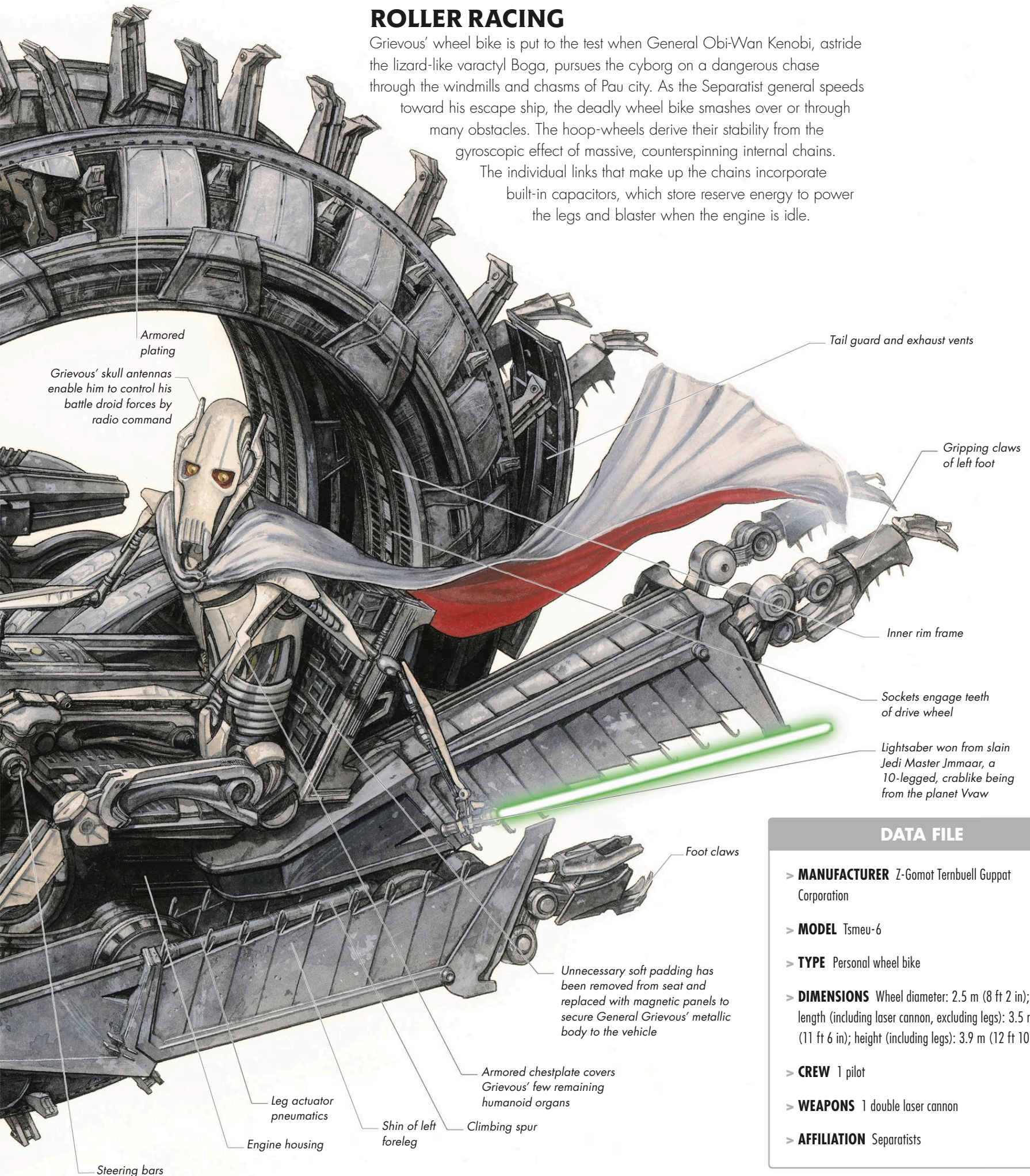
General Grievous' invading forces have constructed command centers and self-replicating Techno Union factories on Utapau. These facilities create new troops, starfighters, wheel bikes, and other vehicles using local materials. If left undisturbed, they will turn Utapau into yet another of the Outer Rim's fortress worlds, riddled with ugly refineries and assembly lines and trembling under the weight of ever-more deadly Separatist war machines.



ROLLER RACING

Grievous' wheel bike is put to the test when General Obi-Wan Kenobi, astride the lizard-like varactyl Boga, pursues the cyborg on a dangerous chase through the windmills and chasms of Pau city. As the Separatist general speeds toward his escape ship, the deadly wheel bike smashes over or through many obstacles. The hoop-wheels derive their stability from the gyroscopic effect of massive, counterspinning internal chains.

The individual links that make up the chains incorporate built-in capacitors, which store reserve energy to power the legs and blaster when the engine is idle.

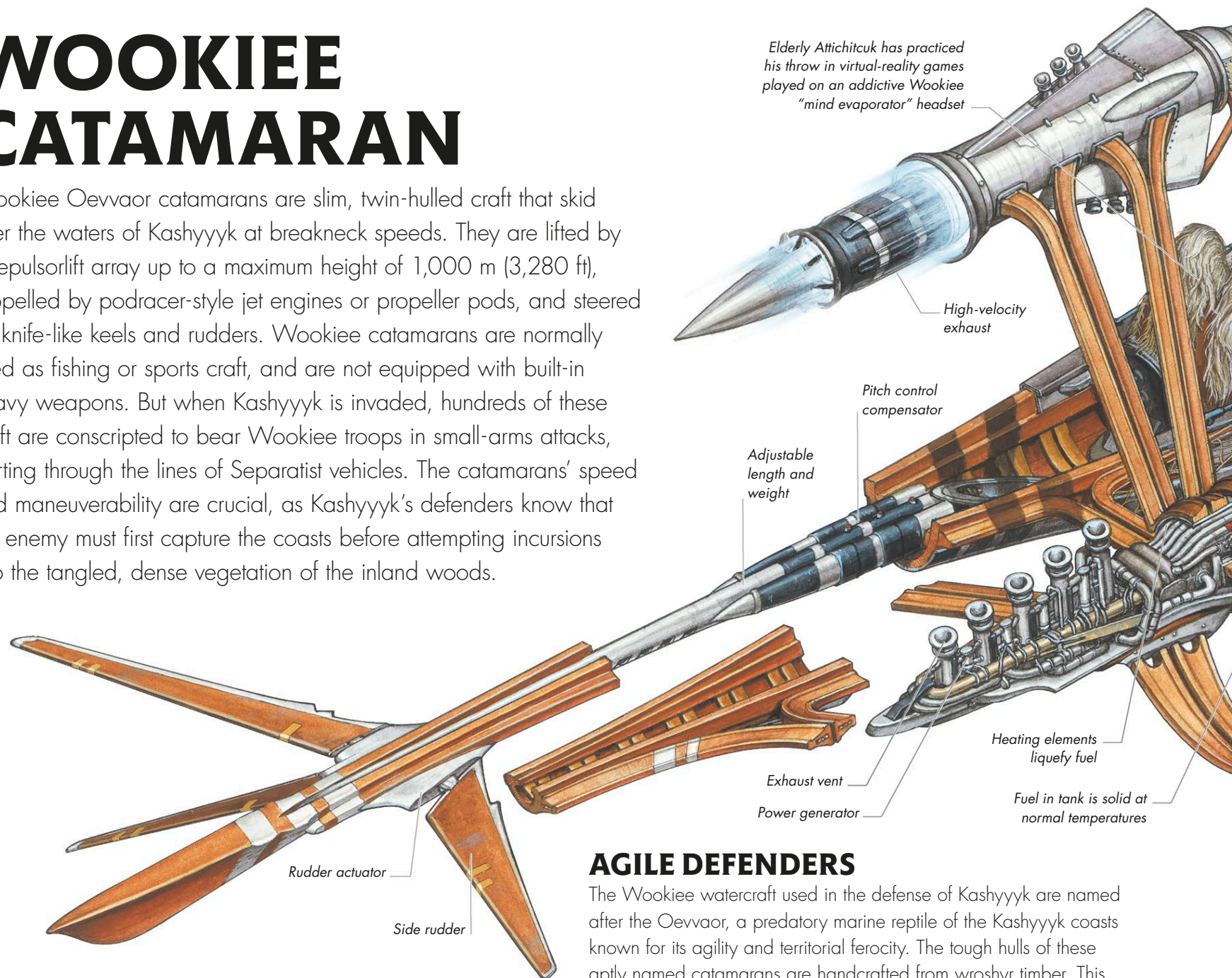


DATA FILE

- > **MANUFACTURER** Z-Gomot Ternbuell Guppat Corporation
- > **MODEL** Tsmeu-6
- > **TYPE** Personal wheel bike
- > **DIMENSIONS** Wheel diameter: 2.5 m (8 ft 2 in); length (including laser cannon, excluding legs): 3.5 m (11 ft 6 in); height (including legs): 3.9 m (12 ft 10 in)
- > **CREW** 1 pilot
- > **WEAPONS** 1 double laser cannon
- > **AFFILIATION** Separatists

WOOKIEE CATAMARAN

Wookiee Oevvaor catamarans are slim, twin-hulled craft that skid over the waters of Kashyyyk at breakneck speeds. They are lifted by a repulsorlift array up to a maximum height of 1,000 m (3,280 ft), propelled by podracer-style jet engines or propeller pods, and steered by knife-like keels and rudders. Wookiee catamarans are normally used as fishing or sports craft, and are not equipped with built-in heavy weapons. But when Kashyyyk is invaded, hundreds of these craft are conscripted to bear Wookiee troops in small-arms attacks, darting through the lines of Separatist vehicles. The catamarans' speed and maneuverability are crucial, as Kashyyyk's defenders know that the enemy must first capture the coasts before attempting incursions into the tangled, dense vegetation of the inland woods.



AGILE DEFENDERS

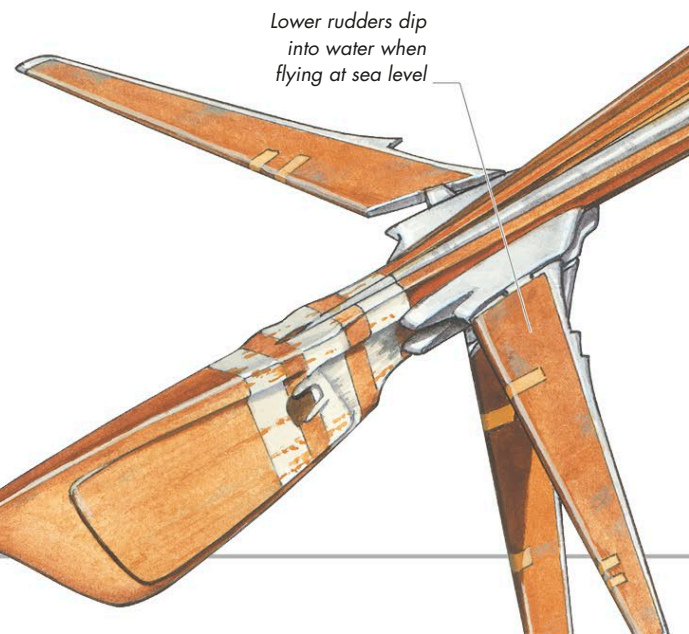
The Wookiee watercraft used in the defense of Kashyyyk are named after the Oevvaor, a predatory marine reptile of the Kashyyyk coasts known for its agility and territorial ferocity. The tough hulls of these aptly named catamarans are handcrafted from wroshyr timber. This light, strong, and durable wood is hewn from Kashyyyk's fabled wroshyr trees, which can grow to hundreds of meters in height.

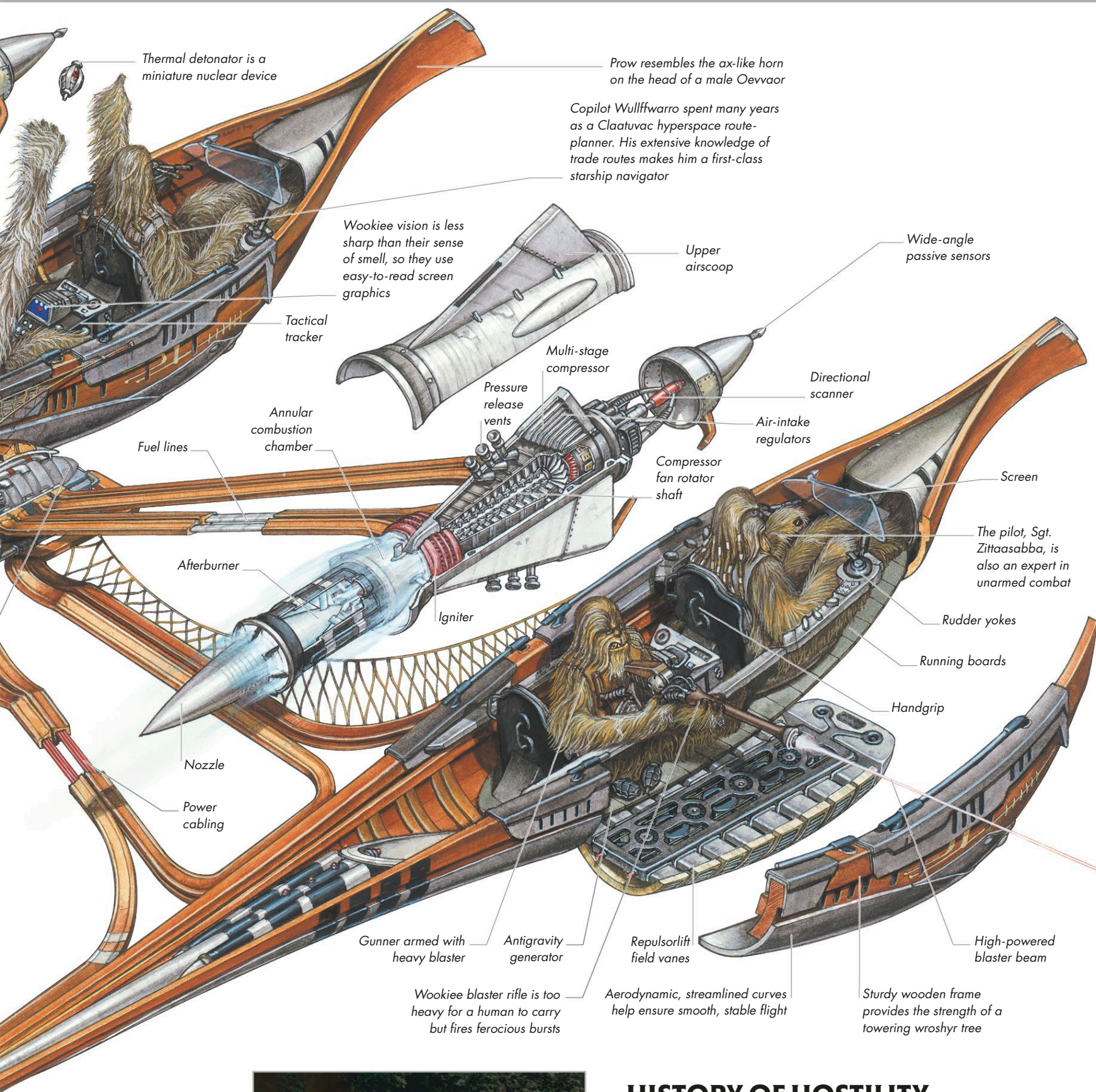
DATA FILE

- > **MANUFACTURER** Appazanna Engineering Works
- > **MODEL** Oevvaor
- > **TYPE** Airspeeder
- > **DIMENSIONS** Length: 15.1 m (49 ft 6 in); width: 10.2 m (33 ft 6 in); height: 4.3 m (14 ft 1 in)
- > **CREW** 1 pilot, 1 copilot (plus 2 passengers)
- > **WEAPONS** None
- > **AFFILIATION** Wookiees



Soaring over the lagoons and fjords of the Wawaatt Archipelago on Kashyyyk, a Wookiee catamaran angles toward the coastal tree-city of Kachirho.





Built by the Appazanna Engineering Works, the same manufacturer as the Wookiee catamaran, the Raddaugh Gnasp fluttercraft takes its name from large, wasplike insects native to one of Kashyyyk's moons, Iaris.



HISTORY OF HOSTILITY

The Wookiees of Kashyyyk and its colony worlds have repeatedly repelled encroachments by the greedy Trade Federation and other malcontents. In this new period of unrestrained war, Separatist invaders now bypass the colonies and attempt a conclusive strike on the Wookiee homeworld. Although the Separatist invasion fleet is driven off by General Yoda's Republic taskforce, a huge army of tank droids, crab droids, and flying gunships occupies the tropical Wawaatt Archipelago. The Wookiees know that they must marshal all their brawn, defensive weaponry, and vehicular power to halt the intruders' advance.

SWAMP SPEEDER

The Grand Army of the Republic bolsters the Wookiees' defensive forces with a wide variety of imported war machines. The light, two-man ISP (Infantry Support Platform) speeder is the clone troops' closest equivalent of the Wookiees' Oevvaor catamarans and Raddaugh Gnasp fluttercraft. The clone army's antigravity repulsorlift vehicle floats smoothly in the air without touching land or water. It is driven by a powerful turbofan, which can be reversed to fire a braking airblast when needed. Precise, controlled vectoring of the turbofan's thrust makes the ISP a highly maneuverable attack vehicle.

The front-mounted pair of twin blaster cannons are lethal to enemy infantry, but can also prove highly effective against shielded enemy gunships, fighters, and Corporate Alliance NR-N99 tank droids.

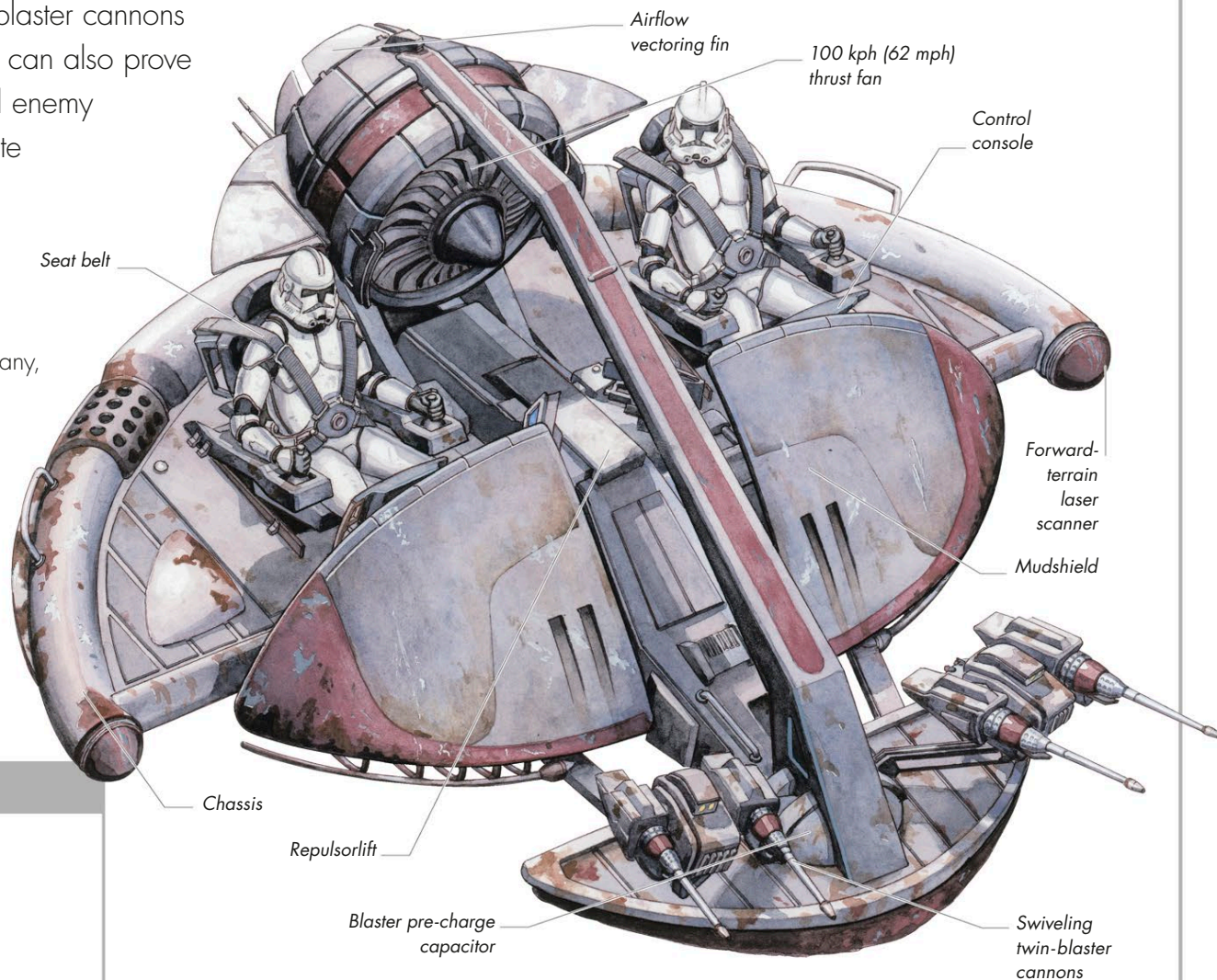
UNIQUE TURBOFAN

Developed by Aratech Repulsor Company, and intended as a heavier version of the Republic Army's Biker Advanced Recon Commando (BARC) speeder, the ISP has a rear-mounted turbofan that can generate a thrust of up to 100 kph (62 mph), and can be reverse vectored in emergencies to provide a sudden stop. The turbofan produces less noise than most ion thrusters.

DATA FILE

- > **MANUFACTURER** Uulshos Manufacturing
- > **MODEL** ISP (Infantry Support Platform)
- > **TYPE** Landspeeder
- > **DIMENSIONS** Length: 5 m (16 ft 5 in)
- > **CREW** 2
- > **WEAPONS** 2 twin blaster cannons
- > **AFFILIATION** Galactic Republic

Introduced in the Clone Wars, the ISP fulfills the Republic's need for a large mobile weapons platform that can travel over soft, waterlogged terrain. The ISP is deployed in the fungus forests of the planet Felucia, as well as on Kashyyyk.



FIT FOR AN EMPEROR

The Emperor's personal *Theta*-class shuttle serves as a mobile base from which he can further his goal of galactic domination. Separatist leaders, corrupt senators, and other influential figures have been bribed, coerced, or threatened in the ship's secure aft compartment, while Sith truth potions, mind-control enhancers, torture devices, and memory erasers have all assisted Palpatine in his "negotiations."



FLIGHT MODE



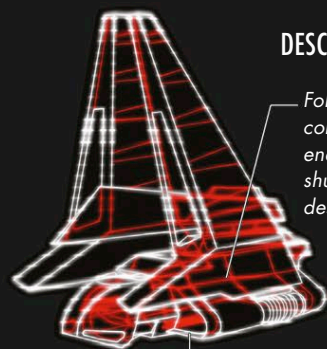
Shields active, broadly spread, and centered around fuselage

Wings open

LANDING IN SAFETY

When the *Theta*-class shuttle lands, its long wings fold upward to allow access via the main hatch. The ion drive powers down as antigravity repulsorlifts guide the ship to a gentle touchdown. Scanners linked to the computer-controlled weapons systems survey the landing site as the ship descends, ready to instantly eliminate any threat to the ship or its occupants.

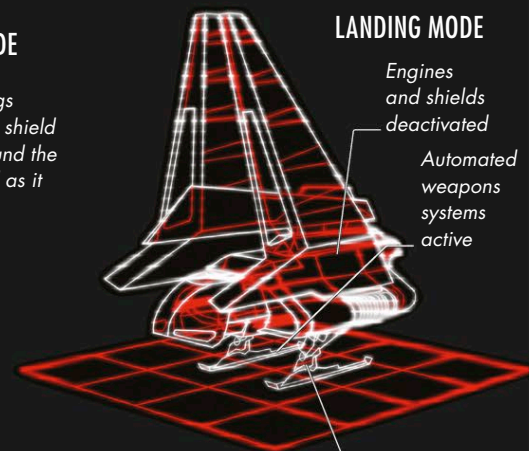
DESCENT MODE



Folded wings concentrate shield energy around the shuttle's hull as it descends

Repulsorlift engaged

LANDING MODE



Engines and shields deactivated

Automated weapons systems active

Weight balanced along stable, widely spaced landing skids

Mystical Sith equipment capable of channeling the dark side of the Force helps sustain Darth Vader during the trip from Mustafar to a medical center on Coruscant.



EMPEROR PALPATINE'S SHUTTLE

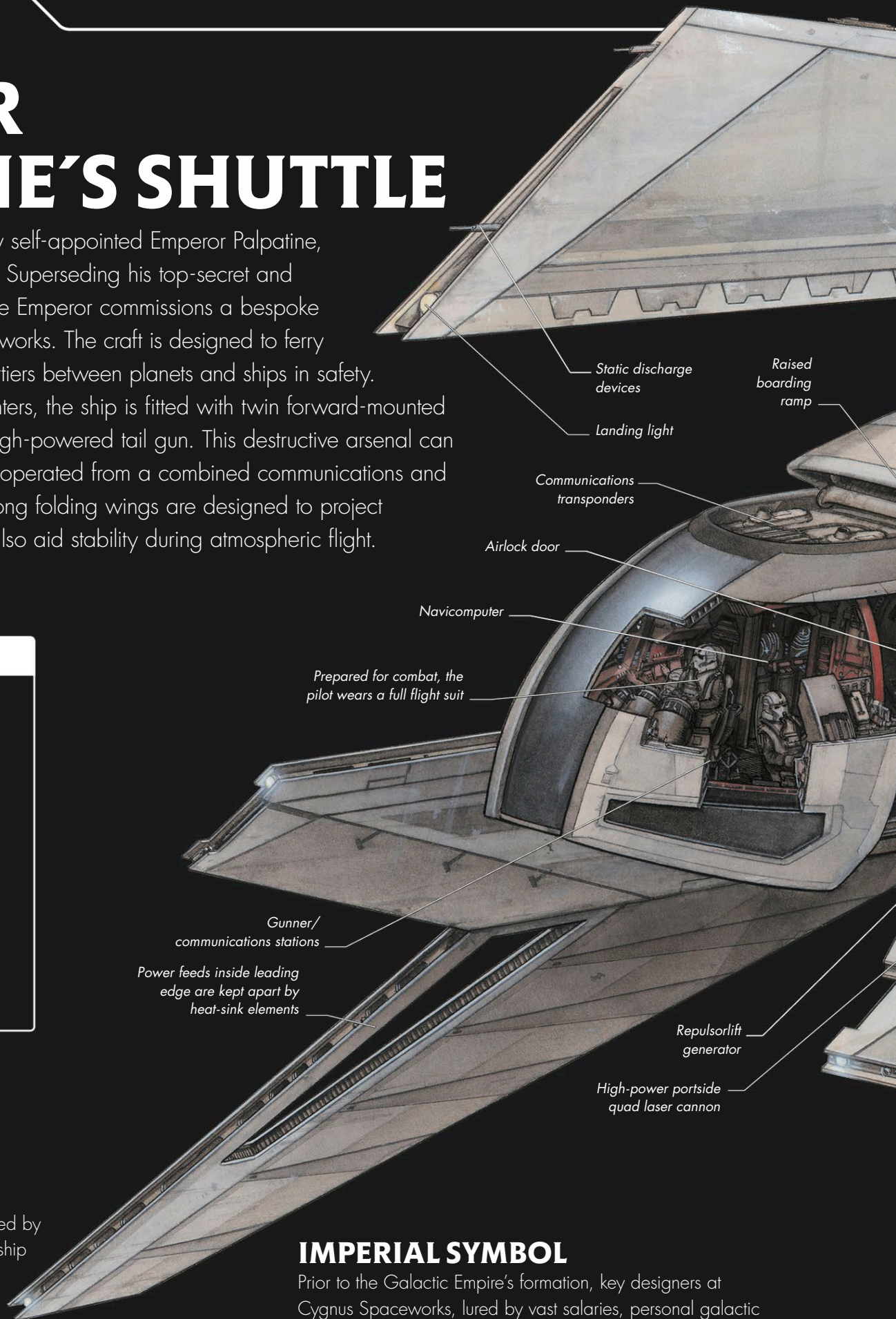
A galactic leader, such as the newly self-appointed Emperor Palpatine, requires a secure personal transport. Superseding his top-secret and heavily modified *Eta*-class shuttle, the Emperor commissions a bespoke *Theta*-class T-2c from Cygnus Spaceworks. The craft is designed to ferry important officers, senators, and courtiers between planets and ships in safety. Capable of outgunning most starfighters, the ship is fitted with twin forward-mounted quad laser cannons and a single, high-powered tail gun. This destructive arsenal can be computer-controlled or manually operated from a combined communications and gunnery station in the cockpit. The long folding wings are designed to project powerful shielding fields, and they also aid stability during atmospheric flight.

DATA FILE

- > **MANUFACTURER** Cygnus Spaceworks
- > **MAKE** *Theta*-class T-2c
- > **TYPE** Shuttle
- > **DIMENSIONS** Length (excluding guns): 18.5 m (60 ft 8 in); width: 29.3 m (96 ft 2 in); height: 18.5 m (60 ft 8 in)
- > **CREW** 1 pilot, 4 optional crew
- > **WEAPONS** 2 quad laser cannons, 1 aft laser cannon
- > **AFFILIATION** Galactic Empire

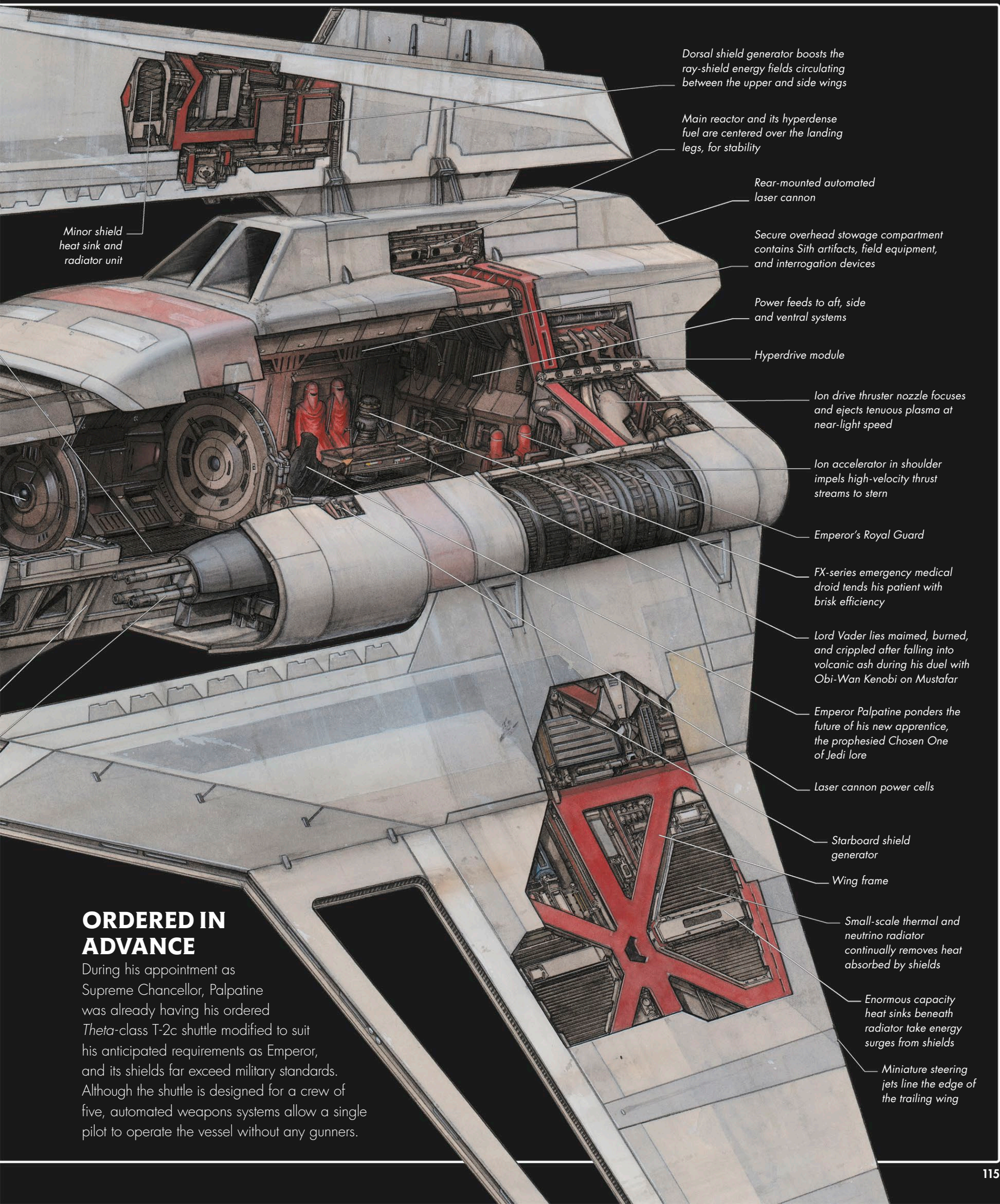
ELITE TRANSPORT

Emperor Palpatine's shuttle has been upgraded by "Warthan's Wizards," some of the finest starship technicians in the galaxy. To provide instant transgalactic communications, they installed a hyperwave reflector akin to the secret homing devices of the Jedi Order. The shuttle is also lined with sensor masks that make the interior appear empty on conventional scanners. Palpatine's later shuttles will feature a cloaking device—making them invisible to all forms of light, gravity, and other known energies.



IMPERIAL SYMBOL

Prior to the Galactic Empire's formation, key designers at Cygnus Spaceworks, lured by vast salaries, personal galactic yachts, and a cut of future profits, defect to Sienar, taking their schematics with them. In the formative years of the new regime, perhaps by design, Cygnus Spaceworks will lose the contract for its shuttle line to Sienar Fleet Systems. In years to come, the configuration of the *Theta*-class and its descendants will become a symbol of Imperial prestige.



Minor shield
heat sink and
radiator unit

Dorsal shield generator boosts the
ray-shield energy fields circulating
between the upper and side wings

Main reactor and its hyperdense
fuel are centered over the landing
legs, for stability

Rear-mounted automated
laser cannon

Secure overhead stowage compartment
contains Sith artifacts, field equipment,
and interrogation devices

Power feeds to aft, side
and ventral systems

Hyperdrive module

Ion drive thruster nozzle focuses
and ejects tenuous plasma at
near-light speed

Ion accelerator in shoulder
impels high-velocity thrust
streams to stern

Emperor's Royal Guard

FX-series emergency medical
droid tends his patient with
brisk efficiency

Lord Vader lies maimed, burned,
and crippled after falling into
volcanic ash during his duel with
Obi-Wan Kenobi on Mustafar

Emperor Palpatine ponders the
future of his new apprentice,
the prophesied Chosen One
of Jedi lore

Laser cannon power cells

Starboard shield
generator

Wing frame

Small-scale thermal and
neutrino radiator
continually removes heat
absorbed by shields

Enormous capacity
heat sinks beneath
radiator take energy
surges from shields

Miniature steering
jets line the edge of
the trailing wing

ORDERED IN ADVANCE

During his appointment as Supreme Chancellor, Palpatine was already having his ordered *Theta*-class T-2c shuttle modified to suit his anticipated requirements as Emperor, and its shields far exceed military standards. Although the shuttle is designed for a crew of five, automated weapons systems allow a single pilot to operate the vessel without any gunners.

YODA'S ESCAPE PODS

An escape pod is designed to carry a living being away from danger as quickly as possible. These basic craft roar and shake through the air, propelled by simple ion engines, while the occupant's ride is smoothed by inertial compensators and antigravity fields. In his escape from the forces of Emperor Palpatine's newly formed Galactic Empire, Jedi Master Yoda resorts to these devices twice in one week. Yoda's first pod is a simple, Wookiee-made vessel that lifts him away from danger on Kashyyyk. An E3-standard starship lifeboat, which carries him into exile on Dagobah, is a larger, more sophisticated lander from Polis Massa, with advanced guidance systems and landing mechanisms.

DATA FILE

- > **MANUFACTURER** Uurbahhahvoovv
Joiners & Artisans
- > **MODEL** Unique
- > **TYPE** Escape pod
- > **DIMENSIONS** Diameter: 2.3 m
(7 ft 7 in); height: 3.4 m (11 ft 2 in)
- > **CREW** 1
- > **WEAPONS** None
- > **AFFILIATION** None

Optical sensor window

Sensor processor and guidance computer

Adjustable footpad

Reactor/ionization chamber

Fuel tanks are almost empty of reactant and propellant

Leg articulation socket

Fuel lines

Distress beacon, already deactivated by Yoda

Rations and survival gear

Seats designed for average Kallidahin

Control panel

Curved stabilizer fins ensure a stable, rifled ascent through the air

Practical Wookiee design reflected in sturdy, heatproof hull

Reactor

Sensor pit

Fuel tank

Thruster nozzle

Headrest designed to accommodate a Wookiee's height

Awkwardly adjusted seat restraint

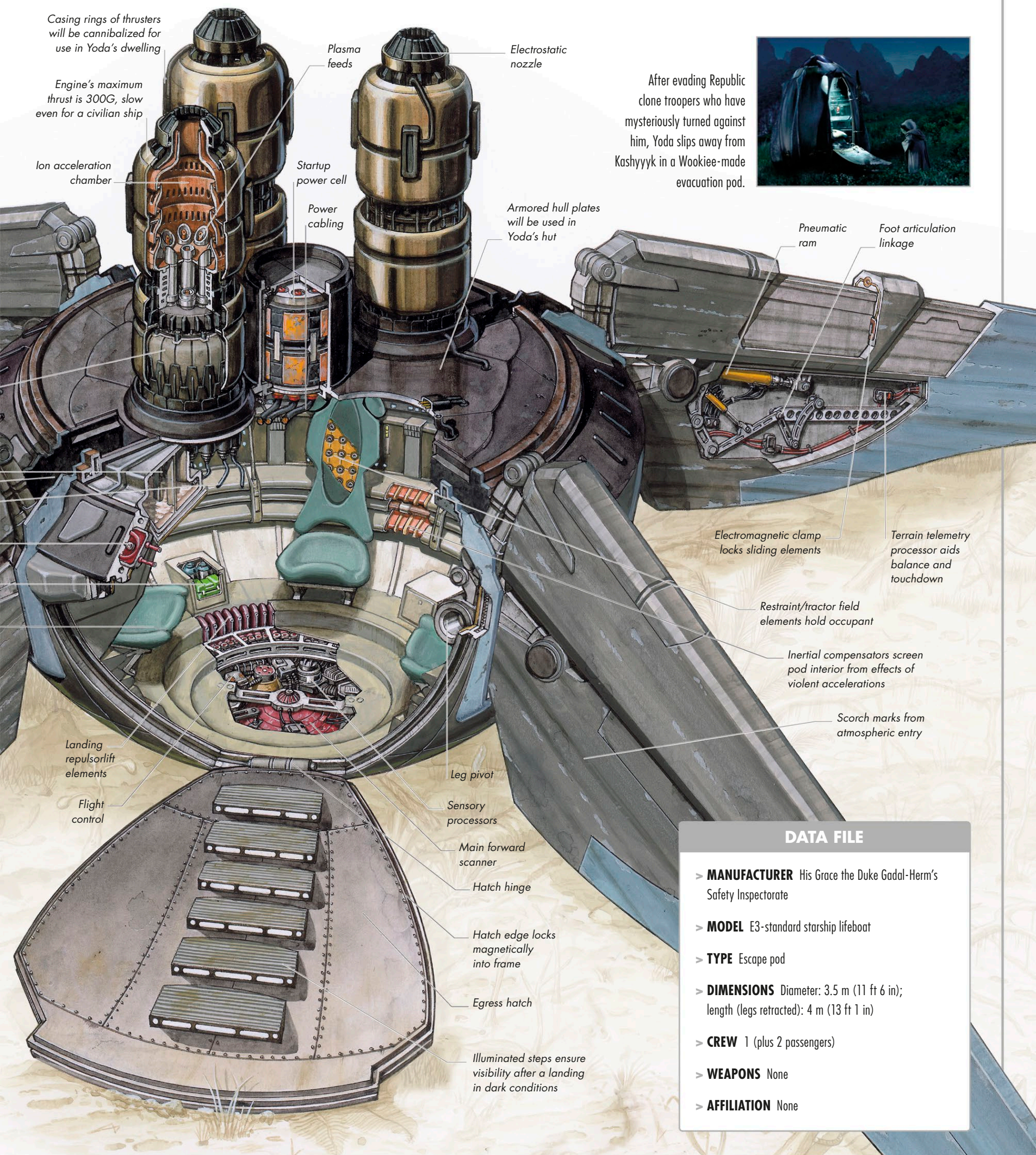
Yoda, the fugitive victor of the Battle of Kashyyyk

ESCAPE FROM KASHYYYK

With Separatists invading parts of Kashyyyk, Wookiee defenders prepared many hidden escape pods for last-resort evacuation. General Yoda used the first pod. Its three sublight thrusters—cobbled together from three shipwrecks—contain just enough fuel to bear him into interplanetary space. Yoda turns off its telltale distress beacon, relying solely on his Jedi pocket emergency transmitter. Alderaanian agents searching for surviving Jedi intercept Yoda's call, leading Senator Bail Organa to rescue him.

HIDDEN SANCTUARY

Despite the claims of some within the Jedi Archives, the knowledge contained within the hallowed halls of the Jedi Temple is not complete. Many worlds, even some strong in the Force, have escaped Jedi attention. During the Clone Wars, Yoda comes to know of one such world, Dagobah, and voyages there to learn more about the Force. Following Order 66, Yoda remembers Dagobah and returns there to hide after the destruction of the Jedi Order.



Casing rings of thrusters will be cannibalized for use in Yoda's dwelling

Engine's maximum thrust is 300G, slow even for a civilian ship

Ion acceleration chamber

Plasma feeds

Electrostatic nozzle

Startup power cell

Power cabling

Armored hull plates will be used in Yoda's hut

Pneumatic ram

Foot articulation linkage

Electromagnetic clamp locks sliding elements

Terrain telemetry processor aids balance and touchdown

Restraint/tractor field elements hold occupant

Inertial compensators screen pod interior from effects of violent accelerations

Scorch marks from atmospheric entry

Landing repulsorlift elements

Flight control

Leg pivot

Sensory processors

Main forward scanner

Hatch hinge

Hatch edge locks magnetically into frame

Egress hatch

Illuminated steps ensure visibility after a landing in dark conditions

After evading Republic clone troopers who have mysteriously turned against him, Yoda slips away from Kashyyyk in a Wookiee-made evacuation pod.



DATA FILE

- > **MANUFACTURER** His Grace the Duke Gadal-Herm's Safety Inspectorate
- > **MODEL** E3-standard starship lifeboat
- > **TYPE** Escape pod
- > **DIMENSIONS** Diameter: 3.5 m (11 ft 6 in); length (legs retracted): 4 m (13 ft 1 in)
- > **CREW** 1 (plus 2 passengers)
- > **WEAPONS** None
- > **AFFILIATION** None





THE IMPERIAL ERA

The Republic's transformation into the Galactic Empire ends the chaos of the Clone Wars, but heralds an oppressive new era in which galactic citizens are subjugated under a terrifying dictatorship. To help the Empire maintain its iron grip, the regime develops new weapon technologies. Many manufacturers are brought under Imperial control or shut down, while other organizations become dominant due to lucrative Imperial contracts. Consequently, the variety of craft and vehicle designs produced is greatly reduced compared to the days of the Old Republic, as mass-production replaces traditional craftsmanship.

The Rebel Alliance—a small army of united dissidents fighting against Imperial rule—poses an ever-growing threat to the Empire. With the help of well-placed sympathizers and brave operatives, the Alliance slowly amasses a formidable fleet—comprised of stolen, acquired, modified, and even self-manufactured craft—to combat the Empire.

A period of rebellion against the Empire soon breaks out into a full-blown conflict, known as the Galactic Civil War. Thanks to the heroic sacrifice of the rebel strike team named Rogue One during the Battle of Scarif, the Rebels attain the schematics of an Imperial superweapon: the first Death Star. Darth Vader fails to reclaim the plans and is determined to crush the rebels. Anakin and Padmé's children, who were separated at birth to protect them from the Emperor, are now thrown together by fate. Unaware of their true parentage, the siblings—Tatooinian farm boy Luke Skywalker and Princess Leia Organa of Alderaan—lead the Rebellion to a crucial victory by destroying the first Death Star.

While Luke trains to become a Jedi under the ancient Jedi Master Yoda, the Empire retaliates and the Rebellion is severely weakened. But the Alliance regroups and a decisive battle results in both the destruction of the second Death Star and the redemption of Anakin Skywalker, who ultimately rejects the dark side of the Force and defeats the Emperor.

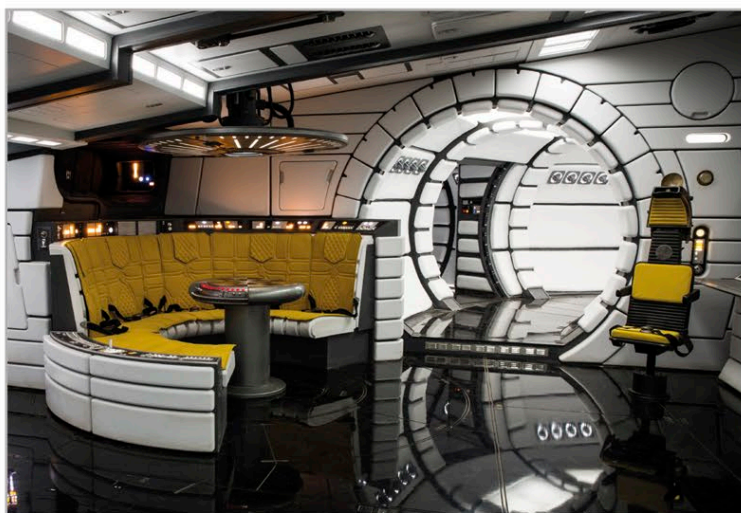
With the Empire's leadership defeated, the vast organization fractures into multiple factions, and the Rebel Alliance, now calling itself the New Republic, capitalizes on this weakness. The Galactic Civil War ends on Jakku, where the New Republic's forces win a critical victory against the remains of the Imperial fleet.

LANDO'S MILLENNIUM FALCON

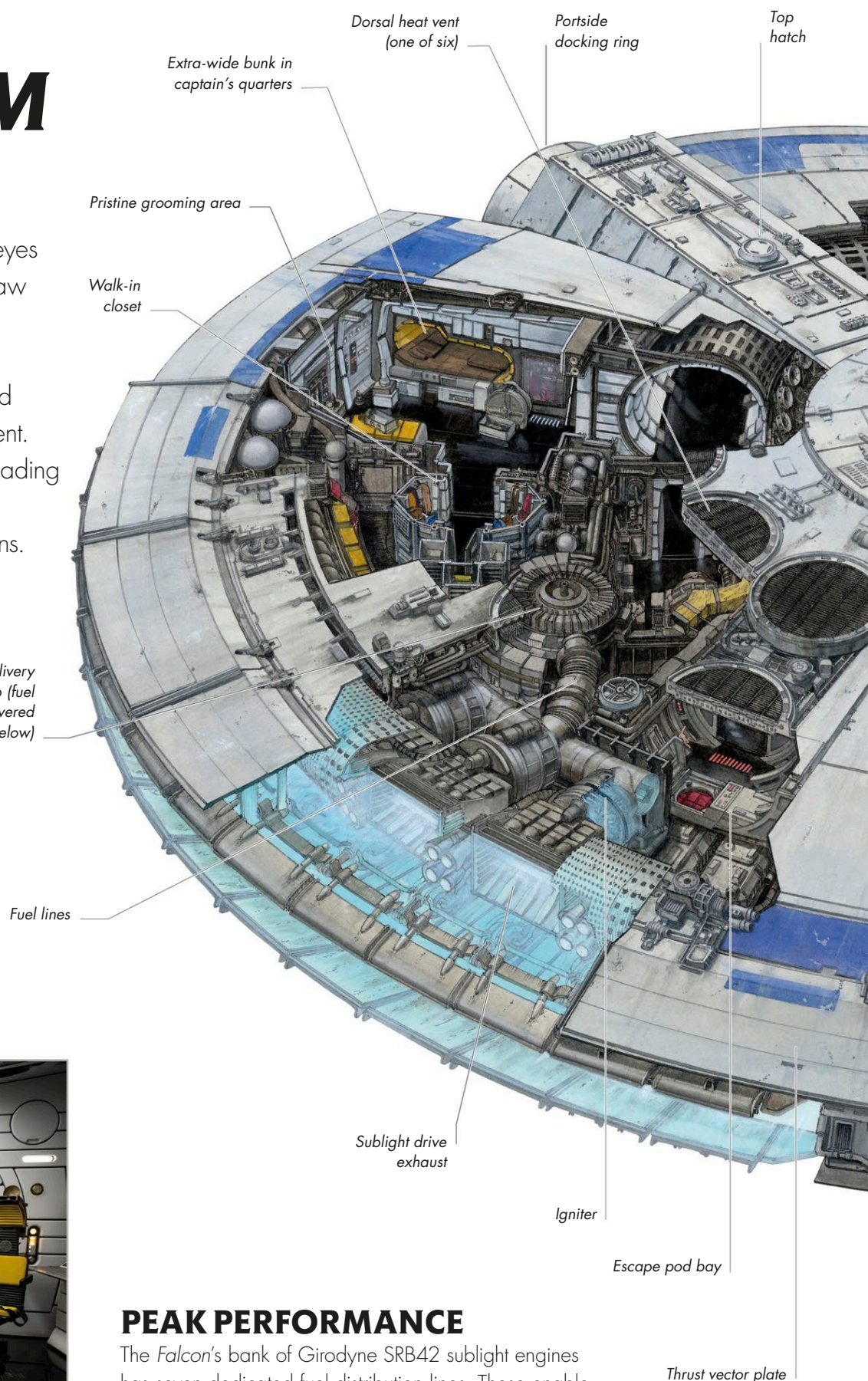
When flashy smuggler Lando Calrissian first set eyes upon a certain working-class light freighter, he saw beyond its crude exterior to the soaring potential waiting to be unleashed. After two years of modifications, Lando now considers the sleek and stylish *Millennium Falcon* his crowning achievement. By covering the *Falcon's* most utilitarian, cargo-loading features, Calrissian presents a ship with a very deceptive lift/mass ratio—perfect for smuggling runs.

DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** Heavily modified YT-1300f
- > **TYPE** Freighter
- > **DIMENSIONS** Length: 40.80 m (133 ft 11 in);
height: 7.58 m (24 ft 11 in)
- > **CREW** 1 pilot, 1 copilot
- > **WEAPONS** 2 Arakyd Tomral RM-76 heavy laser cannons
- > **AFFILIATION** None

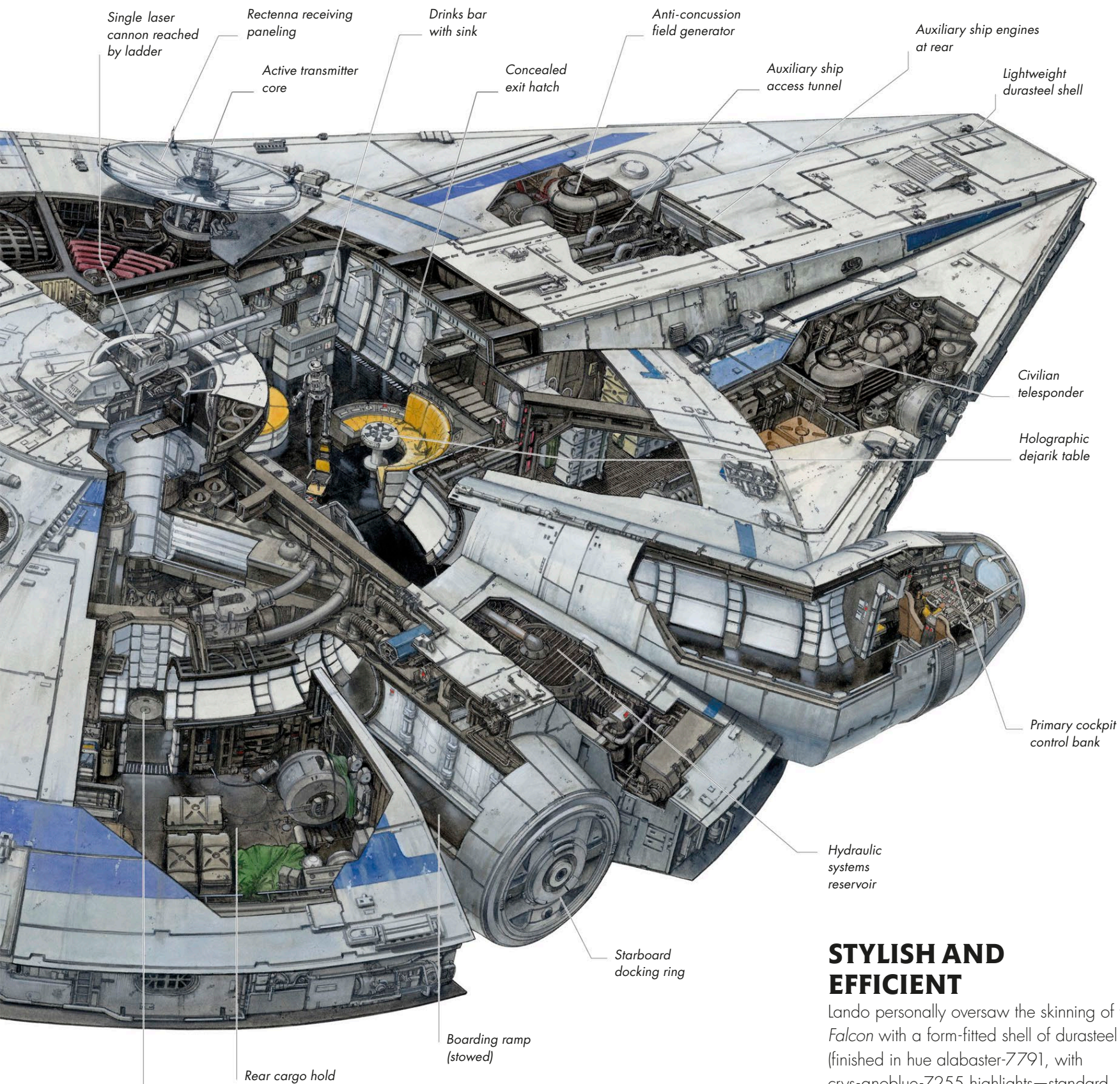


Calrissian's discerning tastes grace the interior of the *Falcon*, too. The forward compartment—which houses a lounge for the ship's crew—includes a beverage bar, holotable, and sound system.



PEAK PERFORMANCE

The *Falcon's* bank of Girodyne SRB42 sublight engines has seven dedicated fuel distribution lines. These enable precise control of acceleration and maneuvering. The ship's most impressive feature is the Isu-Sim SSPO5 hyperdrive, which is perfectly synchronized to the Microaxial HyD nav computer and boosted by custom droid pilot L3-37's top navigational systems.



CLASSY CUSTOMIZATION

The *Falcon* is an old YT-1300f freighter that once worked in the galaxy's busiest spacelanes. Calrissian saw how powerful its freight-pushing engines were, so he converted the ship into his own speedy sports vessel. Lando modified the two cargo mandibles at the front into an auxiliary ship launch, turning the plain freighter into a unique starship.

STYLISH AND EFFICIENT

Lando personally oversaw the skinning of the *Falcon* with a form-fitted shell of durasteel (finished in hue alabaster-7791, with crys-anoblue-7255 highlights—standard Lantillian paintworks coding system). The streamlined body assists in quick getaways, but also with sensor countermeasures. The smooth surfaces help boost the transmission of jamming signals from the ship. The main sensor rectenna processes data to assess the *Falcon* and its surroundings. It uses passive electromagnetic gathering surfaces as well as active-bounce signals.

DELTA-CLASS T-3C SHUTTLE

With its starkly geometric hull shape and folding, batlike wings, an approaching *Delta*-class T-3c shuttle is an ominous sight. The sense of dread it inspires proves warranted when it lands and deploys its deadly passengers. The *Delta*-class did not see much use in the early days of the Empire, being outpaced in popularity by the more versatile *Lambda*-class. But Imperial Director Orson Krennic's eye for bold architecture favored the design, and he has kept one in active use for more than a decade.

DATA FILE

- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** *Delta*-class T-3c
- > **TYPE** Shuttle
- > **DIMENSIONS** Length: 14.39 m (47 ft 2 in); Height (with wings upright): 25.1 m (82 ft 4 in)
- > **CREW** 2 (plus 15 passengers)
- > **WEAPONS** 2 Taim & Bak KX9 twin laser cannons, 3 Taim & Bak KX3 wingtip laser cannons
- > **AFFILIATION** Galactic Empire

TALL WINGS

Imperial shuttlecraft typically maximize the space requirements of the primary hull by externalizing shield and communications systems into their sizable wing assemblies. The planar surfaces of the foils are ideal transmitters for energies related, but not limited, to hyperspatial signals, subspace radionics, and deflective mantles. The wing structures are also lined with heat dispersal systems. The ship's central computer manages these functions to prevent signal interferences.

TOUCHDOWN MODE

Republic Sienar Systems coaxed the design team from Cygnus Spaceworks to develop their Abecedarian line of executive shuttles before the Empire came to power. Their output from their Mid Rim design studios shares many hallmark features—elegant lines, tri-foil symmetry, and articulated wings that fold during landing. The Cygnus design lead, Lamilla Tion, was a sculptor fascinated with paper folding. She incorporated the variable geometry landing system into her designs at great expense, not only to compress each ship's docked footprint, but also as an artistic acknowledgment of her spiritual beliefs.

Lateral
deflector shield
transmission plane

Service
markings

Diagnostics
bay and
refueling inlet

Deflector shield generator

Aft deflector shield generator

SFS-215 ion engine thruster

Formation light

Landing strut (deployed)

Repulsorlift field
generator

Transmission
quadruplexer
processing bank

Subspace and
hypercomm
antenna array

Deflector shield
generator

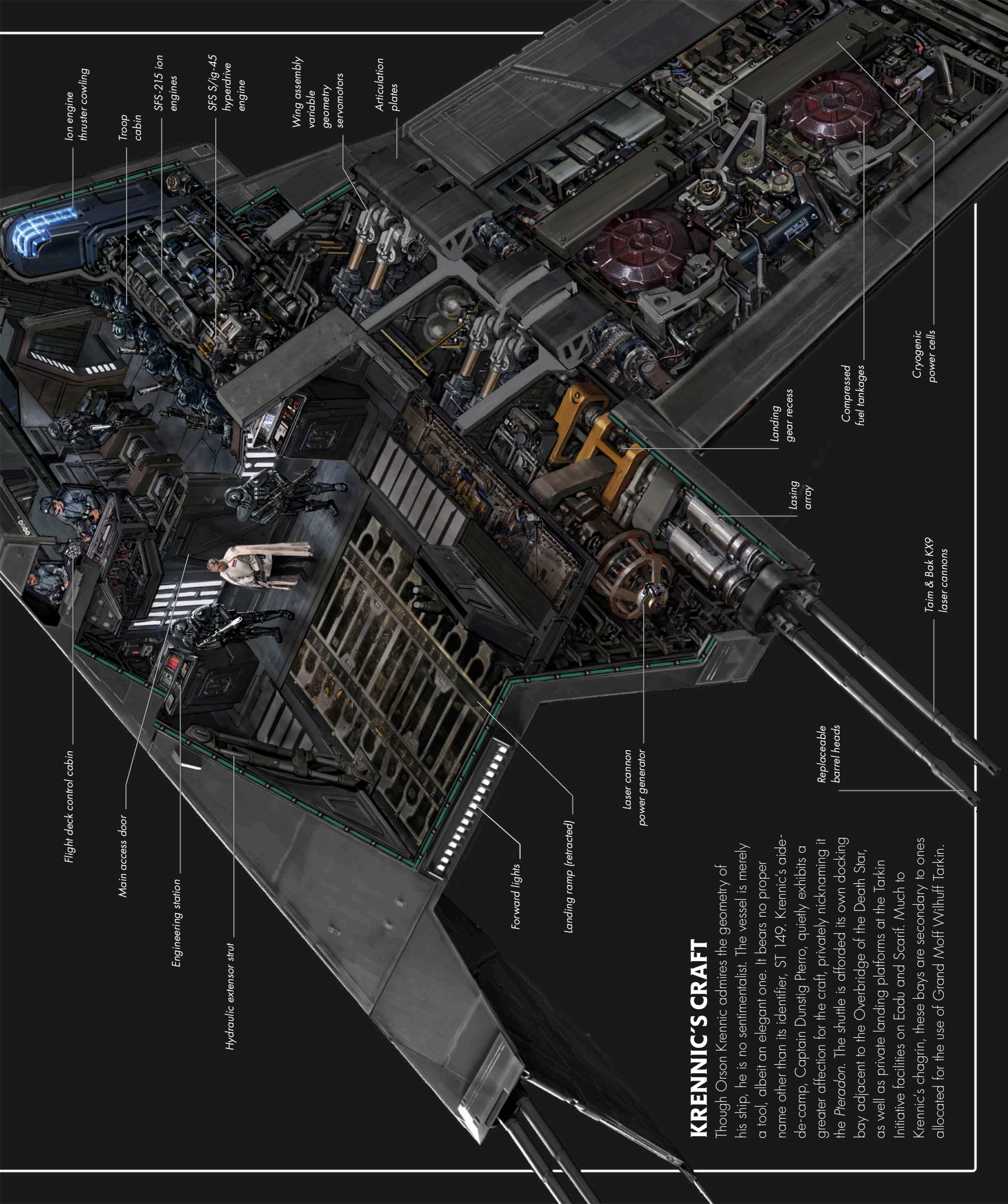
Flight deck
access door

Taim & Bak KX3
laser cannon

Multi-spectrum
ranging laser

Radiator grill

Access ladder
to troop cabin



Flight deck control cabin

Main access door

Engineering station

Hydraulic extensor strut

Ion engine
thruster cowling

Troop
cabin

SFS-215 ion
engines

SFS S/ig-45
hyperdrive
engine

Wing assembly
variable
geometry
servomotors

Articulation
plates

Forward lights

Landing ramp (retracted)

Laser cannon
power generator

Landing
gear recess

Lasing
array

Replaceable
barrel heads

Compressed
fuel tankages

Cryogenic
power cells

Taim & Bak KX9
laser cannons

KRENNIC'S CRAFT

Though Orson Krennic admires the geometry of his ship, he is no sentimentalist. The vessel is merely a tool, albeit an elegant one. It bears no proper name other than its identifier, ST 149. Krennic's aide-de-camp, Captain Dunsig Pierro, quietly exhibits a greater affection for the craft, privately nicknaming it the *Pteradon*. The shuttle is afforded its own docking bay adjacent to the Overbridge of the Death Star, as well as private landing platforms at the Tarkin Initiative facilities on Eadu and Scarif. Much to Krennic's chagrin, these bays are secondary to ones allocated for the use of Grand Moff Wilhuff Tarkin.

U-WING

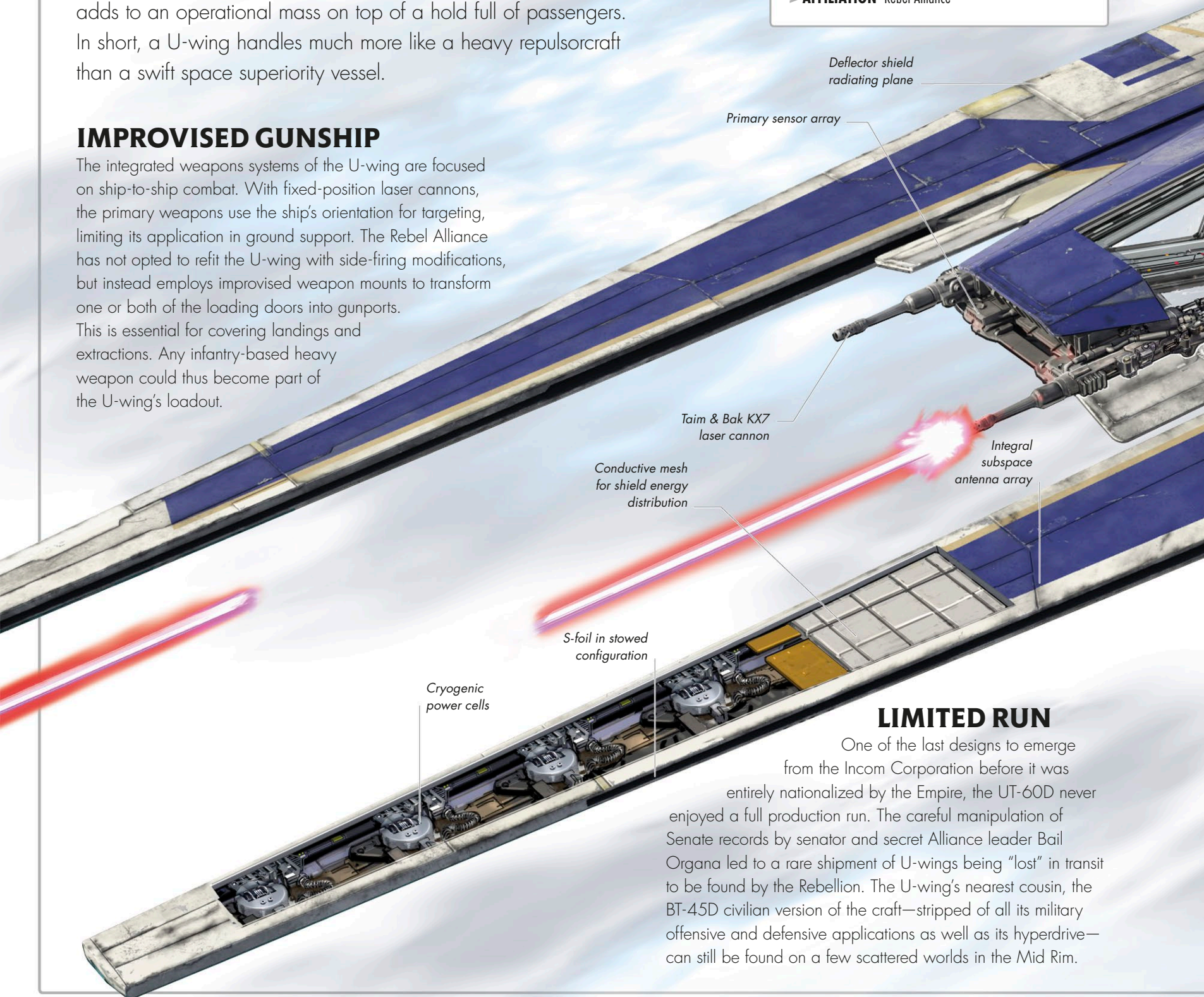
A sturdy troop transport and gunship used by the Rebel Alliance, the U-wing starfighter is a well-armed swing-wing vessel that must penetrate heavy fire zones to deposit soldiers onto battlefields, then fly air support during dangerous missions. Despite its informal “starfighter” moniker, the U-wing fills a support role that starfighters simply cannot. Fighters rely on their speed to keep them out of anti-aircraft range. U-wings, by necessity, must linger in areas filled with flak and enemy fire. The shielding and armor of a U-wing adds to an operational mass on top of a hold full of passengers. In short, a U-wing handles much more like a heavy repulsorcraft than a swift space superiority vessel.

IMPROVISED GUNSHIP

The integrated weapons systems of the U-wing are focused on ship-to-ship combat. With fixed-position laser cannons, the primary weapons use the ship’s orientation for targeting, limiting its application in ground support. The Rebel Alliance has not opted to refit the U-wing with side-firing modifications, but instead employs improvised weapon mounts to transform one or both of the loading doors into gunports. This is essential for covering landings and extractions. Any infantry-based heavy weapon could thus become part of the U-wing’s loadout.

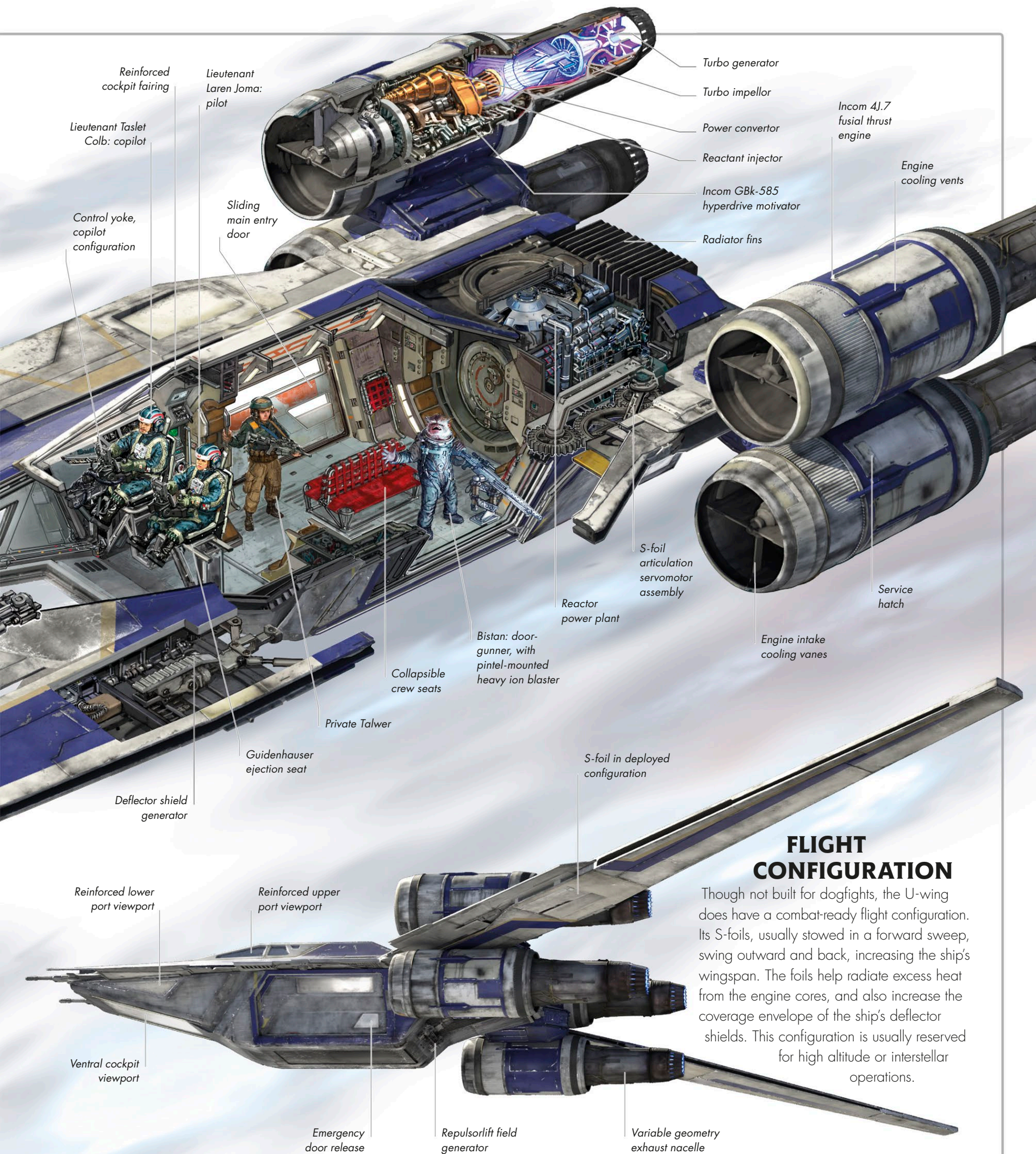
DATA FILE

- > **MANUFACTURER** Incom Corporation
- > **MODEL** UT-60D U-wing
- > **TYPE** Starfighter
- > **DIMENSIONS** Length (with S-foils forward): 24.98 m (82 ft); height: 3.35 m (11 ft)
- > **CREW** 1 pilot, 1 copilot (plus 8 passengers)
- > **WEAPONS** 2 Taim & Bak KX7 laser cannons
- > **AFFILIATION** Rebel Alliance



LIMITED RUN

One of the last designs to emerge from the Incom Corporation before it was entirely nationalized by the Empire, the UT-60D never enjoyed a full production run. The careful manipulation of Senate records by senator and secret Alliance leader Bail Organa led to a rare shipment of U-wings being “lost” in transit to be found by the Rebellion. The U-wing’s nearest cousin, the BT-45D civilian version of the craft—stripped of all its military offensive and defensive applications as well as its hyperdrive—can still be found on a few scattered worlds in the Mid Rim.



Reinforced cockpit fairing

Lieutenant Taslet Colb: copilot

Control yoke, copilot configuration

Lieutenant Laren Joma: pilot

Sliding main entry door

Collapsible crew seats

Private Talwer

Guidenhauser ejection seat

Deflector shield generator

Reinforced lower port viewport

Reinforced upper port viewport

Ventral cockpit viewport

Emergency door release

Repulsorlift field generator

Variable geometry exhaust nacelle

Turbo generator

Turbo impeller

Power converter

Reactant injector

Incom GBk-585 hyperdrive motivator

Radiator fins

Incom 4J.7 fusial thrust engine

Engine cooling vents

S-foil articulation servomotor assembly

Reactor power plant

Bistan: door-gunner, with pintel-mounted heavy ion blaster

Engine intake cooling vanes

Service hatch

S-foil in deployed configuration

FLIGHT CONFIGURATION

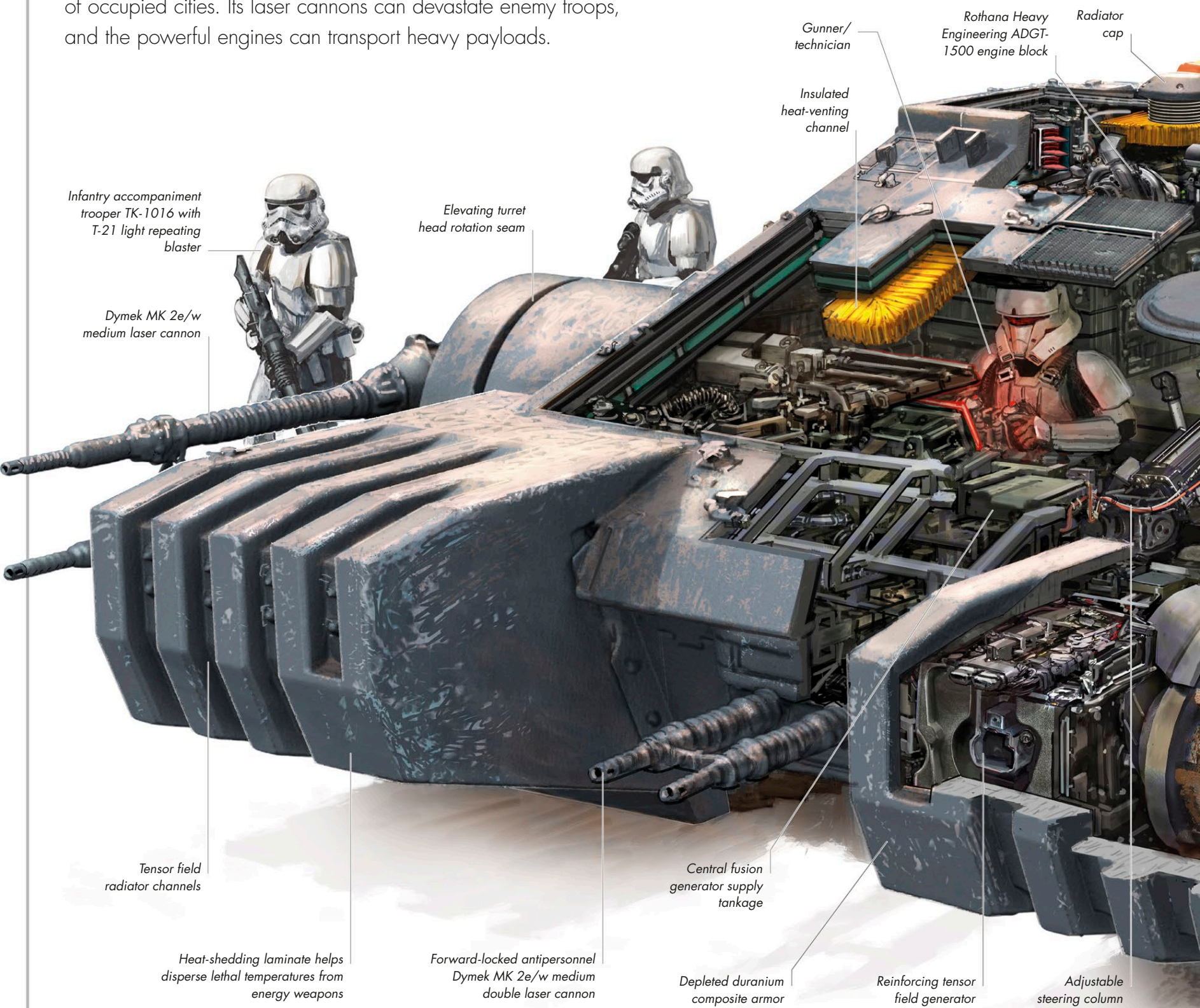
Though not built for dogfights, the U-wing does have a combat-ready flight configuration. Its S-foils, usually stowed in a forward sweep, swing outward and back, increasing the ship's wingspan. The foils help radiate excess heat from the engine cores, and also increase the coverage envelope of the ship's deflector shields. This configuration is usually reserved for high altitude or interstellar operations.

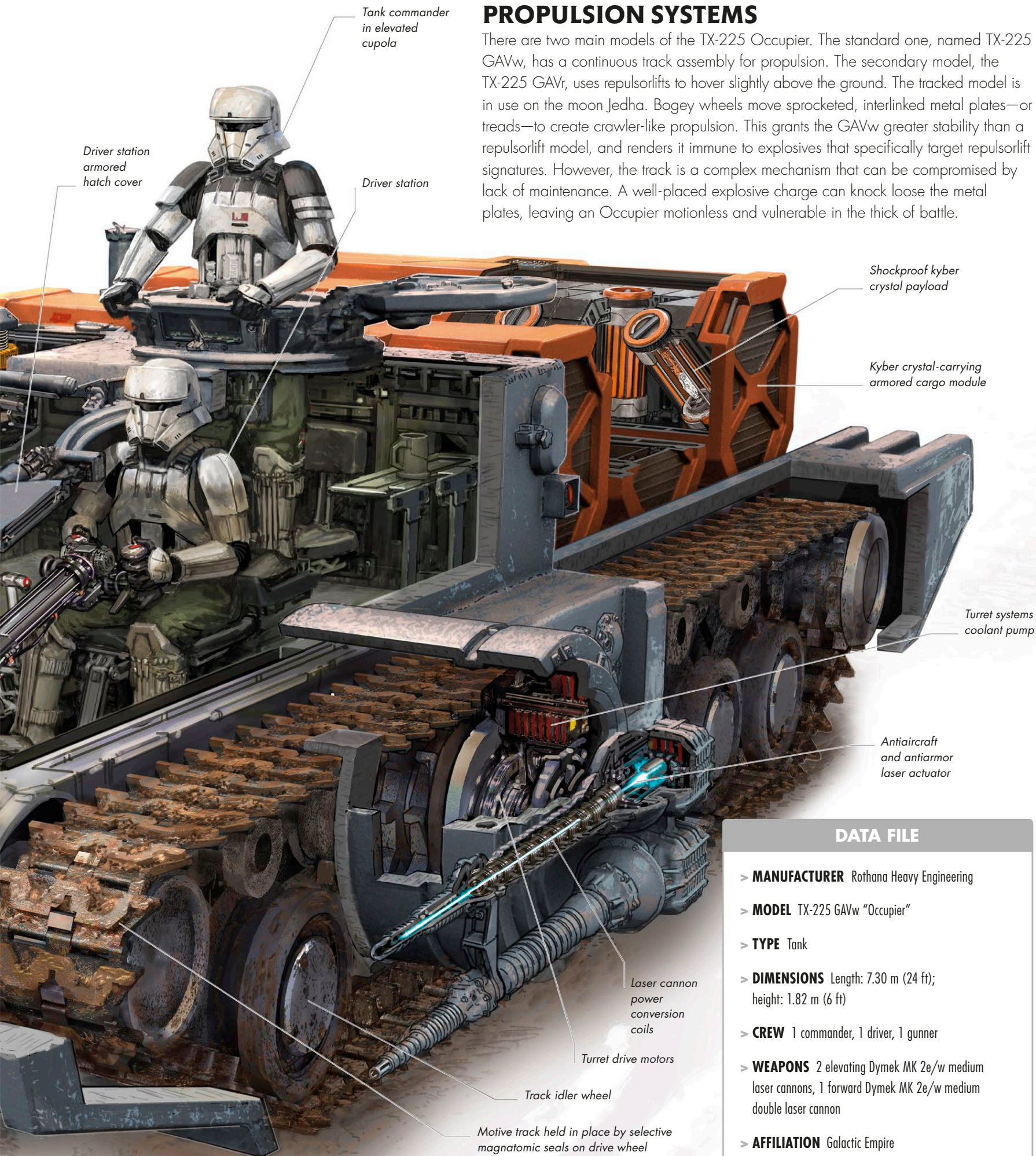
TX-225 OCCUPIER

Rothana Heavy Engineering has a long history of supplying armor to the Empire, including producing the first walkers deployed in the Clone Wars. Now a shadow of its former robust self, Rothana specializes in ground effect and repulsorlift armored vehicles. Its Imperial TX-225 assault tank rumbles along on segmented tracks, which gives the armored vessel maneuverability in tight quarters such as the streets of occupied cities. Its laser cannons can devastate enemy troops, and the powerful engines can transport heavy payloads.

ARMOR STRUCTURE

Ground vehicles rarely boast shields, as air friction undercuts their performance and overworks deflector shield generators. Instead, the TX-225 has a composite laminate armor that balances weight with durability. A matrix of quadanium-enriched titanium interspersed with ceramic plates and phase-bonded onto an elastic lattice gives the armor remarkable resilience and toughness without overtaxing the vehicle's propulsion systems with excess weight.





PROPULSION SYSTEMS

There are two main models of the TX-225 Occupier. The standard one, named TX-225 GAVw, has a continuous track assembly for propulsion. The secondary model, the TX-225 GAVr, uses repulsorlifts to hover slightly above the ground. The tracked model is in use on the moon Jedha. Bogey wheels move sprocketed, interlinked metal plates—or treads—to create crawler-like propulsion. This grants the GAVw greater stability than a repulsorlift model, and renders it immune to explosives that specifically target repulsorlift signatures. However, the track is a complex mechanism that can be compromised by lack of maintenance. A well-placed explosive charge can knock loose the metal plates, leaving an Occupier motionless and vulnerable in the thick of battle.

DATA FILE

- > **MANUFACTURER** Rothana Heavy Engineering
- > **MODEL** TX-225 GAVw "Occupier"
- > **TYPE** Tank
- > **DIMENSIONS** Length: 7.30 m (24 ft); height: 1.82 m (6 ft)
- > **CREW** 1 commander, 1 driver, 1 gunner
- > **WEAPONS** 2 elevating Dymek MK 2e/w medium laser cannons, 1 forward Dymek MK 2e/w medium double laser cannon
- > **AFFILIATION** Galactic Empire

ZETA-CLASS SHUTTLE

The Telgorn Corporation and Sienar Fleet Systems pooled resources to create the *Zeta*-class shuttle, one of the most versatile transport craft employed by the Empire. Pressed into both military and civilian government service, the *Zeta* is built around a modular pod that can accommodate varied cargo needs. *Zeta* shuttles are in constant use as the Death Star operation nears completion and components from scattered hidden laboratories need to be ferried to the battle station.

DATA FILE

- > **MANUFACTURER** Telgorn Corporation
- > **MODEL** *Zeta*-class
- > **TYPE** Shuttle
- > **DIMENSIONS** Length: 35.50 m (116 ft 5 in); height (with wings upright): 28.74 m (94 ft 4 in)
- > **CREW** 2 (passenger load variable—depending on cargo requirements)
- > **WEAPONS** 2 wing-mounted paired Taim & Bak KV22 heavy laser cannons, 3 hull-mounted paired Taim & Bak KX7 laser cannons
- > **AFFILIATION** Galactic Empire

Self-diagnostic sensor node

Laser cannon positioning servo cap

Bodhi Rook and Corporal Tonic sit in the cockpit

Replaceable laser cannon barrel tip

Tech station

Forward viewpoint

Avionics bay and control interfaces

Primary active sensor bay

MODULAR CARGO

The *Zeta*-class shuttle's ventral cargo pod uses standardized umbilicals and docking sleeves for firm purchase into the spaceframe. These pods draw power from the *Zeta*'s reactor plant, providing energy for specific cargo needs such as refrigeration or life support. Seasoned pilots can drop off and pick up without having to commit to a full landing, should expediency require it. Larger *Eta*-class supply barges can hold multiple pods aloft on a dorsal cargo bed.

Cassian Andor
(disguised as
Lieutenant
Colin Hakelia)

Jyn Erso
(disguised as
Technician
Kent Deebling)

Hydraulic
ramp
actuator

K-2SO

Deployed
entry ramp

Auxiliary communications
terminal and patch bay



Heavy repulsorlift generator
(linked set of 20)

Inbound shuttle SW-1721 with
turbolaser barrel sleeves

Heavy power trunking in
ion-shielded conduits

Deflector shield
projection duct

SCARIF INSERTION

Unsanctioned Alliance squad Rogue One uses a stolen Zeta-class shuttle to land on Scarif and incapacitate an inspection team, so Cassian Andor, Jyn Erso, and K-2SO can enter the Imperial complex in disguise. The other commandos use the cover afforded by blasts of coolant from the shuttle's purge vents, which spew at steady intervals, to sneak out of a belly hatch in the cargo pod.

Heat sink
radiator ports

Heavy servomotor
rotation gear

Tensor field
actuator
access panel

Wing articulation
servo hub

Chirrut
Îmwe

Baze
Malbus

Lieutenant Taidu Sefla
holds open hatch door

Loadlifter
interface handle

Incapacitated stormtroopers
crammed in floor space

Empty kyber crystal
shipment modules

Rebel commandos crawl
beneath belly of craft

Heavy load-bearing
landing strut

DATA FILE

- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** TIE/sk x1
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 17.18 m (56 ft 4 in); height: 2.95 m (9 ft 8 in)
- > **CREW** 1 pilot, 1 optional gunner
- > **WEAPONS** 4 fire-linked SFS L-s9.3 laser cannons, 2 heavy SFS H-s1 laser cannons, proton bomb chute
- > **AFFILIATION** Galactic Empire

MORE SPEEDER THAN FIGHTER

The repulsor-cores in the TIE striker's body frame not only reduce the overall gravitational weight of the craft but also act as invisible ailerons, sculpting the air that flows around the fighter. Built to a design based on antiquated exodrive craft and Geonosian starfighters, the fighter features localized repulsor fields that help improve its aerodynamic qualities. Though the striker's cockpit is pressurized for high atmospheric flight, its repulsors grow less effective the further from a gravity well it soars. Nearly every design feature incorporated to make it an agile atmospheric flier becomes a liability in space.

Rigid quadanium
steel foil brace

Wing-mounted
laser cannon

Articulated joint
for variable geometry
configurations

Proton bomb and
orbital mine
dispenser

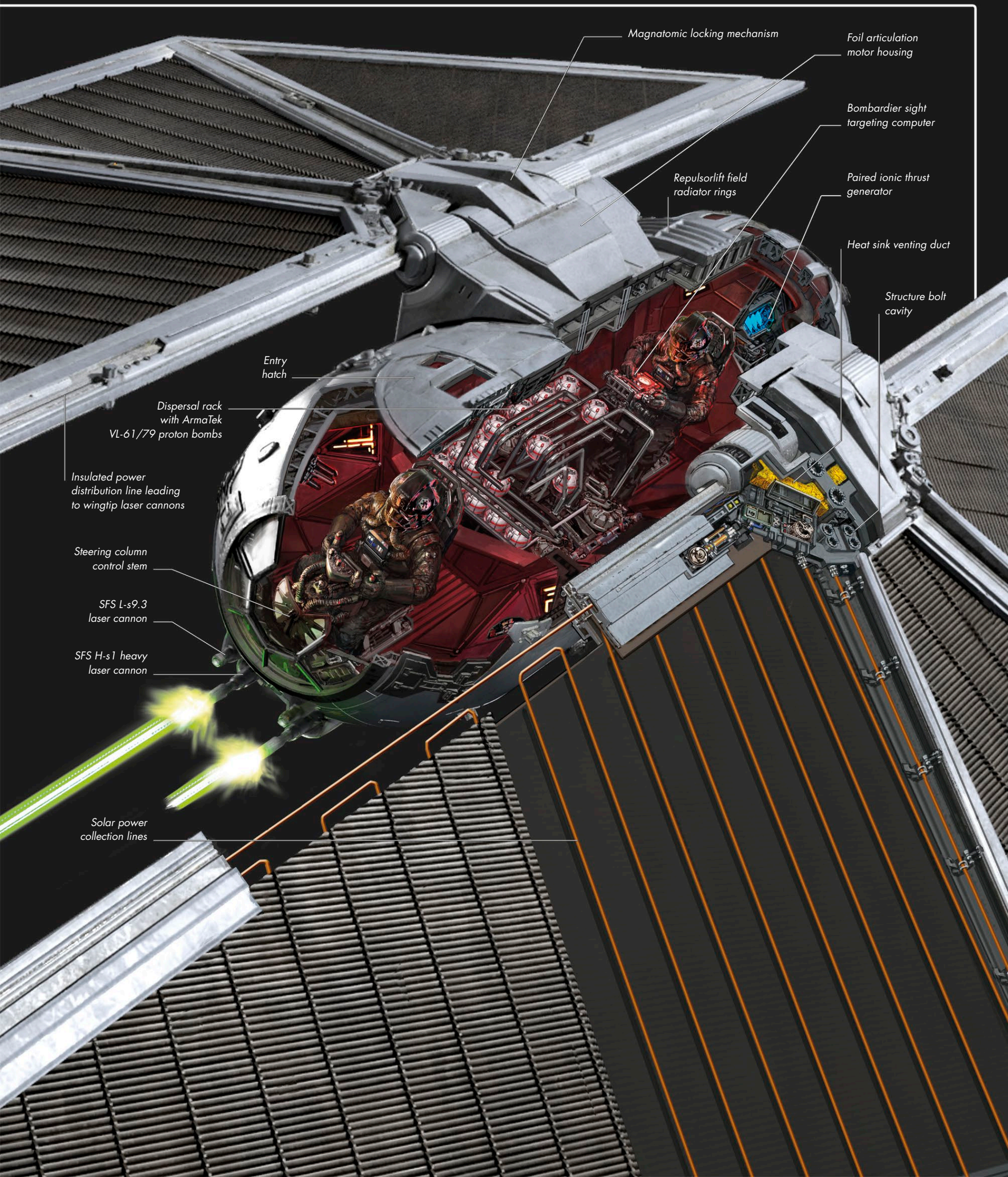
Corrugated solar
gather array
maximizes limited
surface area

TIE/SK FIGHTER

The military design think tank on Scarif is tasked with developing and testing next-generation designs, monitoring their performance and recommending whether or not they see more widespread deployment. The TIE striker is one such experimental design. A streamlined variant of the classic TIE fighter, the striker is specifically constructed for atmospheric patrols over ground-based Imperial installations. Though the TIE/sk is capable of suborbital flight, it is best deployed in atmospheric battles.

ATTACK MODE

Unusual for a TIE-series craft, the striker's solar panel is articulated. The upward configuration is meant to maximize VTOL (vertical takeoff and landing) capability, increasing lift for rapid ascent or descent. The horizontal configuration is built for linear velocity, transforming the TIE striker into a blazingly fast dart exceeding speeds of 1,500 kph (932 mph). The fighter is remarkably well armed, with a pair of fixed heavier cannons to provide ground support and antiarmor fire. The wingtip mounted cannons are rapid-fire and well designed for aerial combat.

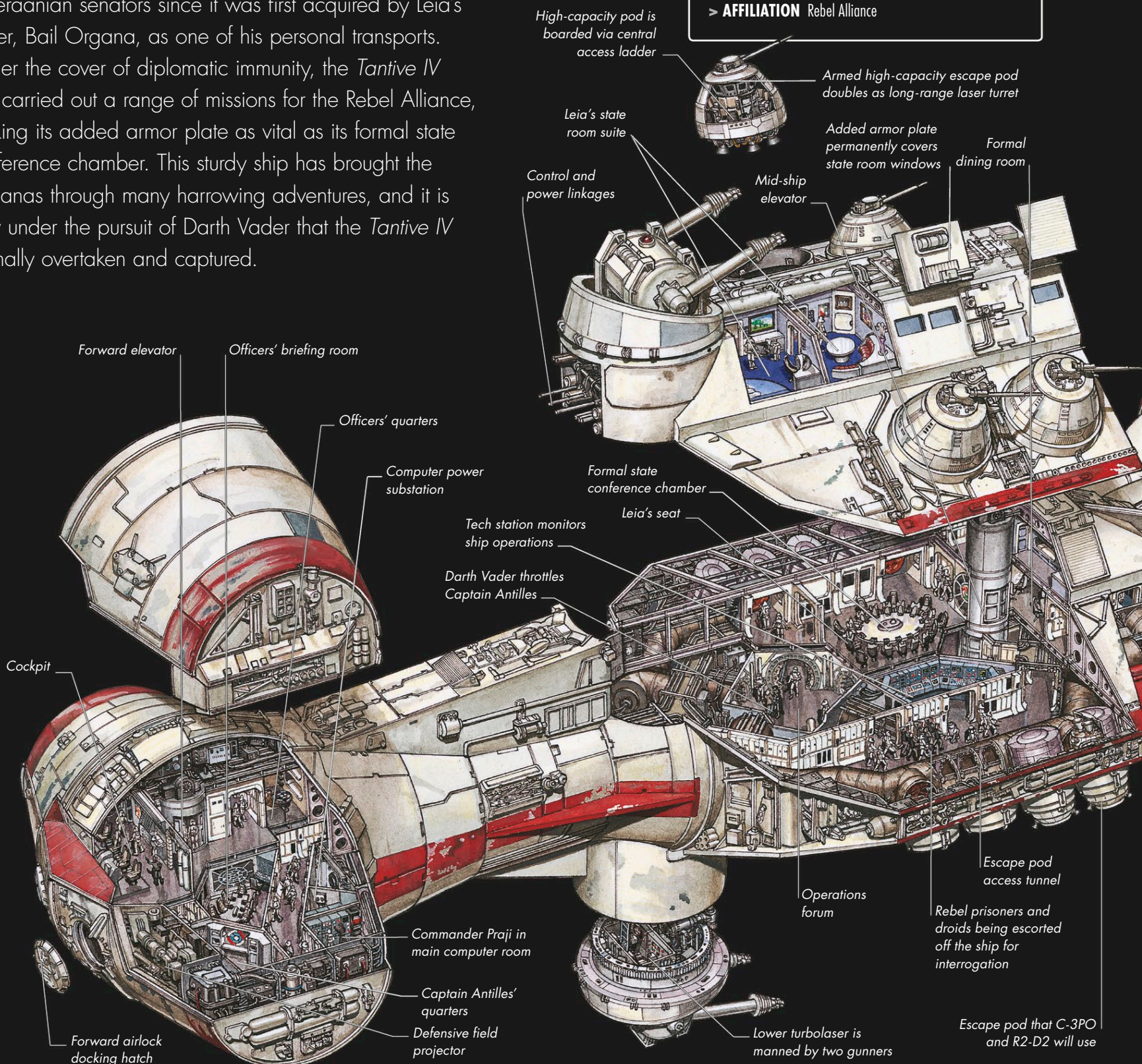


TANTIVE IV

Princess Leia Organa of Alderaan travels far and wide aboard her consular starship the *Tantive IV*, negotiating peace settlements and bringing aid to imperiled populations. Commanded by the daring and loyal Captain Antilles, Leia's *Tantive IV* is a Corellian Corvette: an older, hand-crafted ship of a make seen throughout the galaxy. Owned by the Royal House of Alderaan, this versatile vessel has served two generations of Alderaanian senators since it was first acquired by Leia's father, Bail Organa, as one of his personal transports. Under the cover of diplomatic immunity, the *Tantive IV* has carried out a range of missions for the Rebel Alliance, making its added armor plate as vital as its formal state conference chamber. This sturdy ship has brought the Organas through many harrowing adventures, and it is only under the pursuit of Darth Vader that the *Tantive IV* is finally overtaken and captured.

DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** CR90
- > **TYPE** Corvette
- > **DIMENSIONS** Length: 150 m (492 ft 2 in)
- > **CREW (STANDARD COMPLEMENT)** 46 crew, 39 diplomatic/consular staff
- > **WEAPONS** 6 Taim & Bak H9 turbolasers (2 dual, 4 single)
- > **AFFILIATION** Rebel Alliance

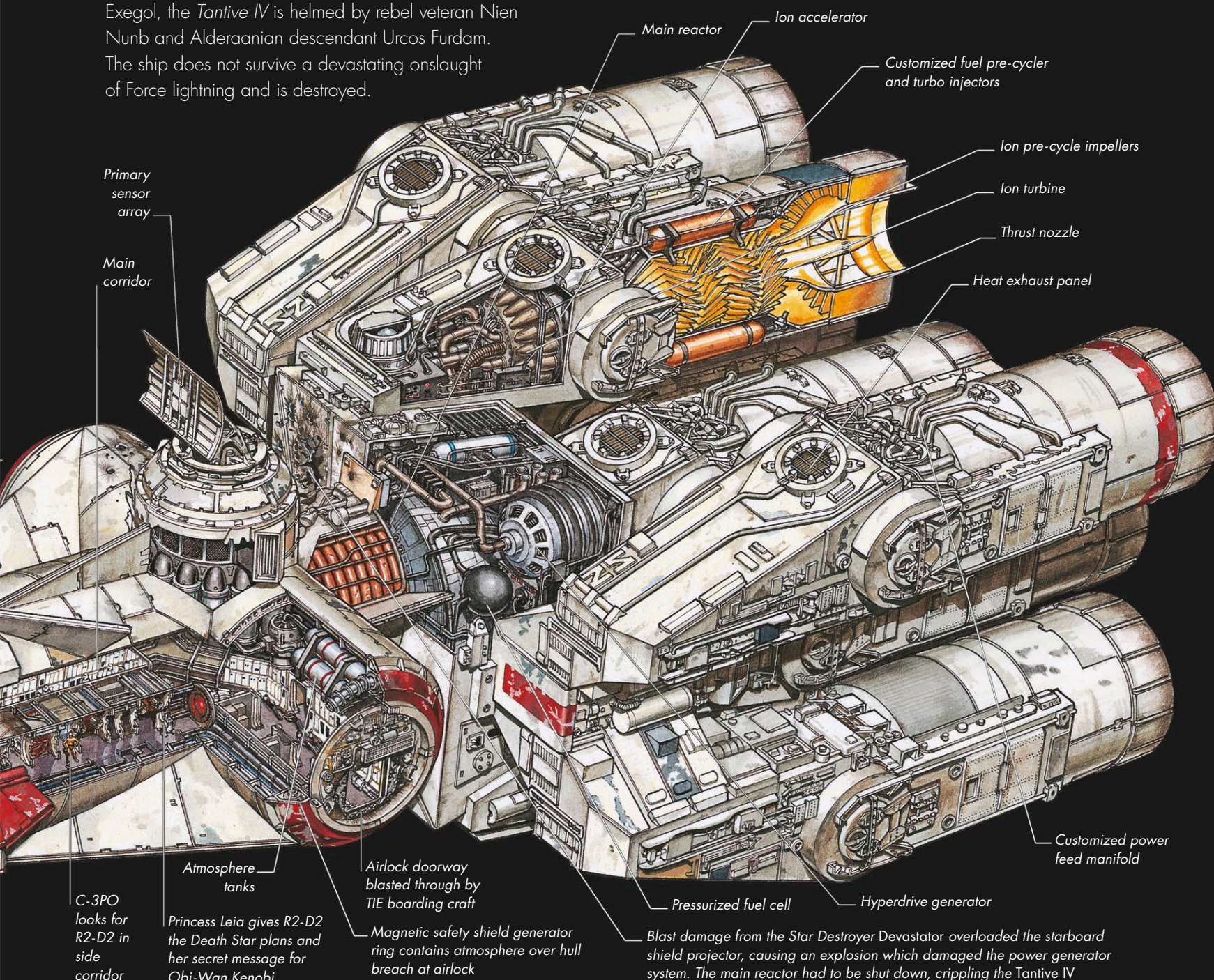
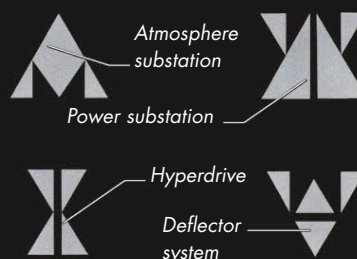


RETURN TO SERVICE

Following its capture above Tatooine, the *Tantive IV* should have been destroyed. However the Empire de-prioritizes the order, and the legendary vessel is left languishing in a hangar. Decades later, one of Leia Organa's former colleagues in the Imperial Senate discovers the lost ship. Sympathetic to the plight of Organa's Resistance, the kindly individual repairs the aged corvette and gifts it to Leia. During the climactic Battle of Exegol, the *Tantive IV* is helmed by rebel veteran Nien Nunb and Alderaanian descendant Urcos Furdam. The ship does not survive a devastating onslaught of Force lightning and is destroyed.

SHIPBOARD SYMBOLS

The components of functional systems within the Corvette are coded with symbols such as these for identification and maintenance purposes.



THE CAPABLE CORVETTE

Sporting twin turbolaser turrets and a massive drive block of eleven ion turbine engines for speed, the Corellian Corvette balances defensive capabilities with a high power-to-mass ratio, meaning that what it can't shoot down it can generally outrun. The *Tantive IV* has been extensively refitted to suit Princess Leia's requirements.

ESCAPE PODS

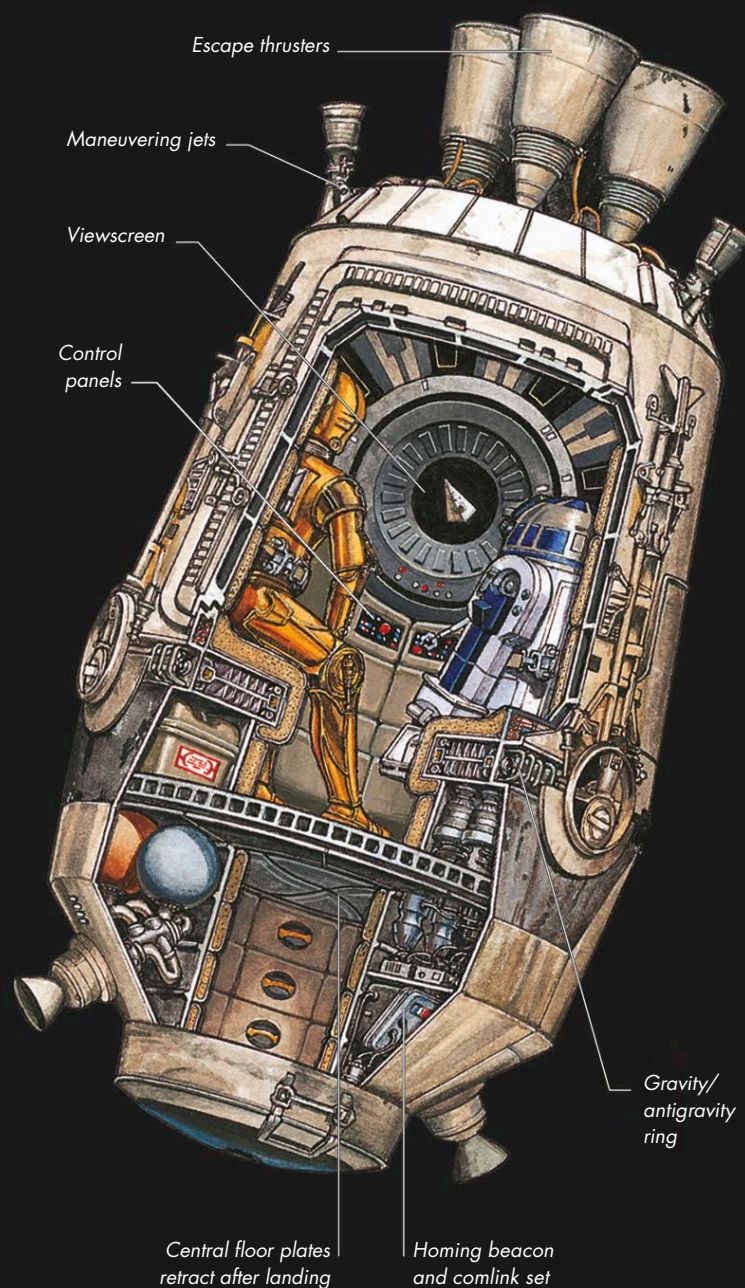
Starship escape pods range from coffin-like capsules to large lifeboats that are small ships in their own right. The Alderaan Cruiser carries eight small escape pods rated for up to three people, and four laser-armed pods that seat 12. More sophisticated than the smaller pods, these lifeboats nonetheless have a very limited range. None of the *Tantive IV*'s escape systems could save its crew from the *Devastator*'s guns.

ESCAPE POD

The small pod used by R2-D2 and C-3PO carries a minimum of equipment: simple rocket engines propel the pod away from danger as it ejects, using basic technology unaffected by magnetic or electrical interference. A gravity ring beneath the seat helps keep passengers secure above and cushions the shock of landing by projecting an antigravity field below. Only a single viewport is built in: a small slot window that is used for checking the landing environment before emerging. Fore and aft cameras feed a monitor inside to help the pod find a suitable landing site.



Most pods are equipped with parachutes, repulsorlifts, and flotation devices to allow safe landings in a variety of environments.



NO-FRILLS DESIGN

Devoid of ornamentation or unnecessary features, the Corellian Corvette escape pod was designed so only the retro-rocket propulsion thrusters and attitude-control thrusters protrude from the cylindrical body, allowing the pod to neatly deploy from a starship's ejection tube. The hatch that leads directly to the open escape pod is not opened by a single switch or button; instead it is equipped with a cluster of pressure-sensitive tabs, designed for ease of use by various dexterous life-forms. Although escape pods are generally off-limits to droids, an astromech can extend a control arm to press the tabs.

Although most escape pods are equipped with a simple piloting station, the shipboard systems are heavily automated, enabling the pods to find and travel to the nearest habitable planet without a pilot at the controls.

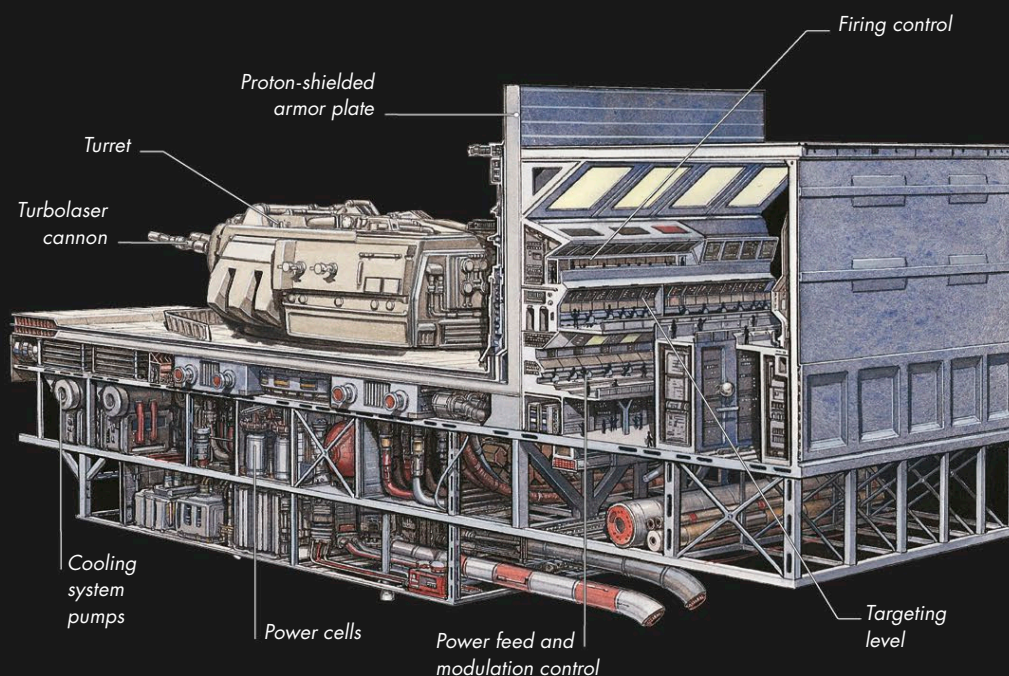


IMPERIAL NAVY

After the Clone Wars, the navy of the Galactic Republic was reformed into the Imperial Navy. Despite this transition, the Navy's mission remains largely the same: to eliminate hazards to profitable commerce in Imperial systems, to assure the safety of member worlds from enemy forces, and to bolster planetary governments in times of crisis. However, the Imperial Navy is also tasked with enforcing the Emperor's rule and quashing any resistance. At the heart of this military branch are its enormous capital ships—the Star Destroyers.



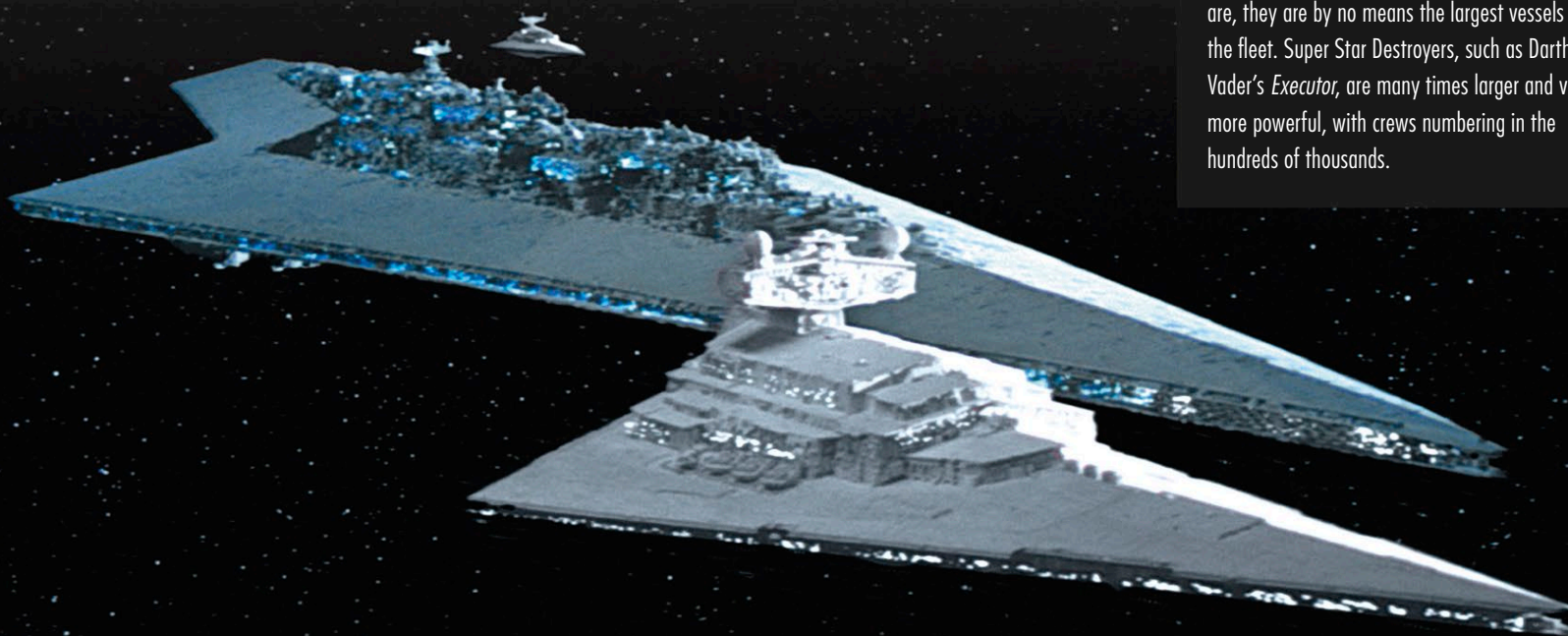
Although it is impossible to garrison every inhabited world in Imperial space, the Navy can deploy its Star Destroyers to even remote planets in a short period of time. The very idea of an orbital blockade or bombardment encourages most worlds to comply with Imperial laws.



HEAVY BLASTER STATION

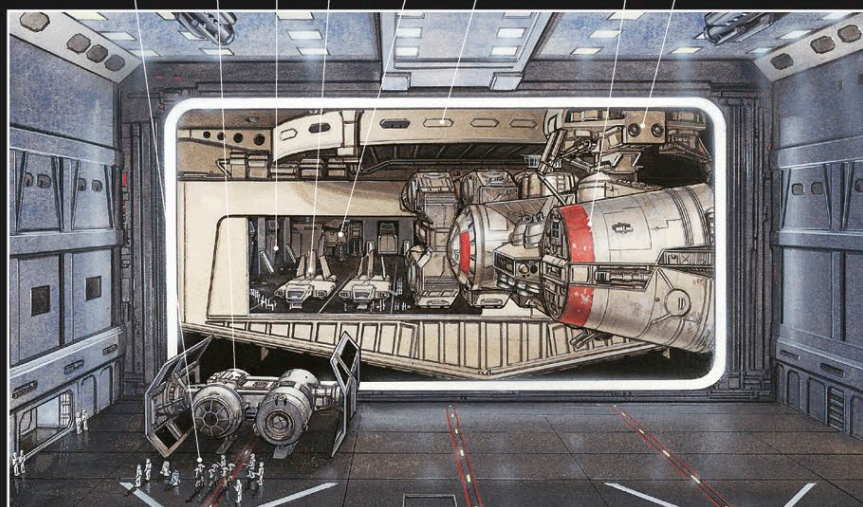
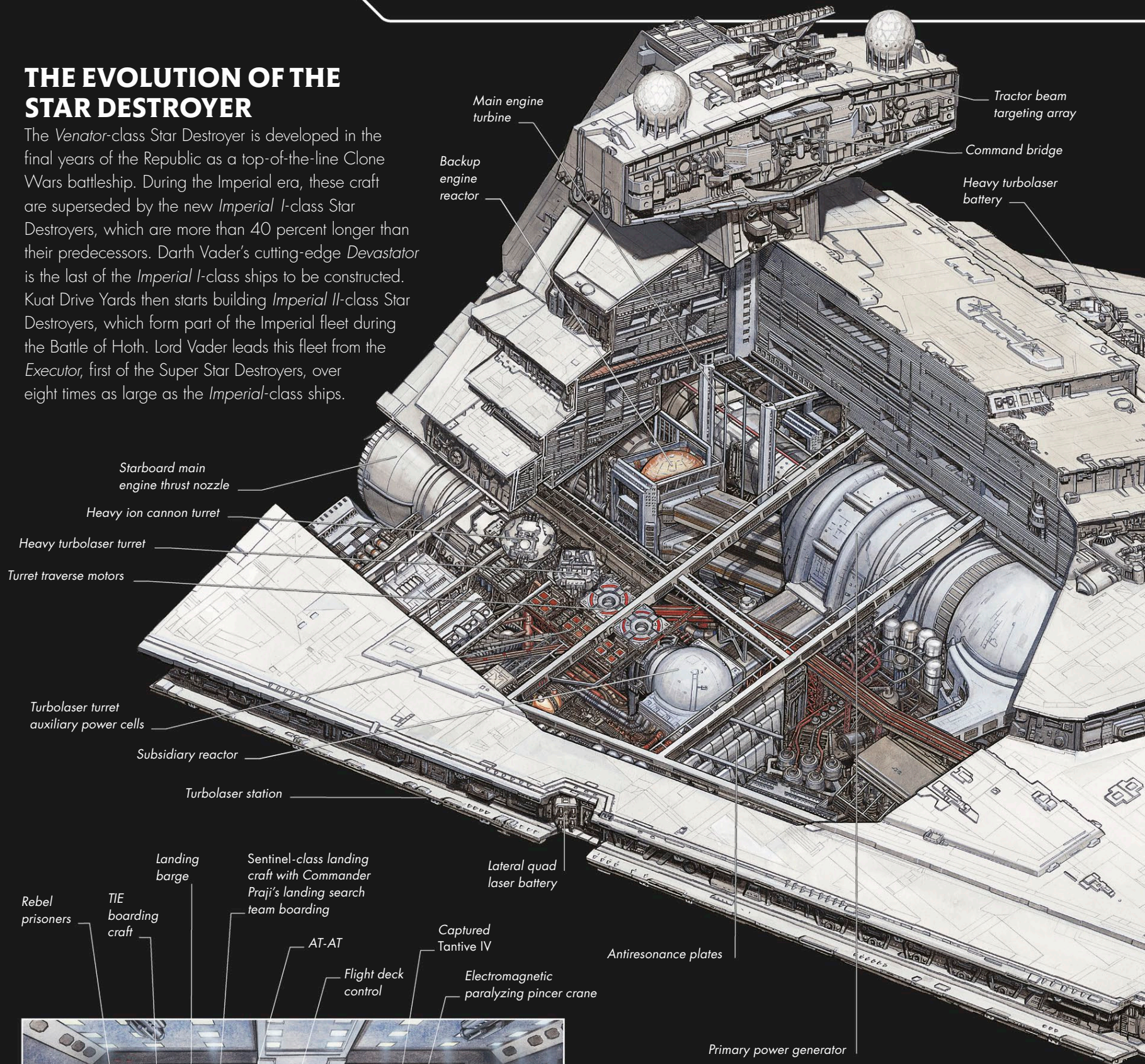
The heaviest weapons on board an *Imperial I*-class Star Destroyer are the six turbolaser turrets positioned with the two heavy ion cannon turrets along the flanks of the upper deck structure. With a diameter of 50 m (164 ft), each turbolaser can overload deflector shields and punch holes in the most heavily armored spacecraft. While smaller, fast-moving ships are difficult to target with the turret guns, even a glancing hit from these cannons will destroy them.

Impressive though *Imperial*-class Star Destroyers are, they are by no means the largest vessels in the fleet. Super Star Destroyers, such as Darth Vader's *Executor*, are many times larger and vastly more powerful, with crews numbering in the hundreds of thousands.



THE EVOLUTION OF THE STAR DESTROYER

The *Venator*-class Star Destroyer is developed in the final years of the Republic as a top-of-the-line Clone Wars battleship. During the Imperial era, these craft are superseded by the new *Imperial I*-class Star Destroyers, which are more than 40 percent longer than their predecessors. Darth Vader's cutting-edge *Devastator* is the last of the *Imperial I*-class ships to be constructed. Kuat Drive Yards then starts building *Imperial II*-class Star Destroyers, which form part of the Imperial fleet during the Battle of Hoth. Lord Vader leads this fleet from the *Executor*, first of the Super Star Destroyers, over eight times as large as the *Imperial*-class ships.

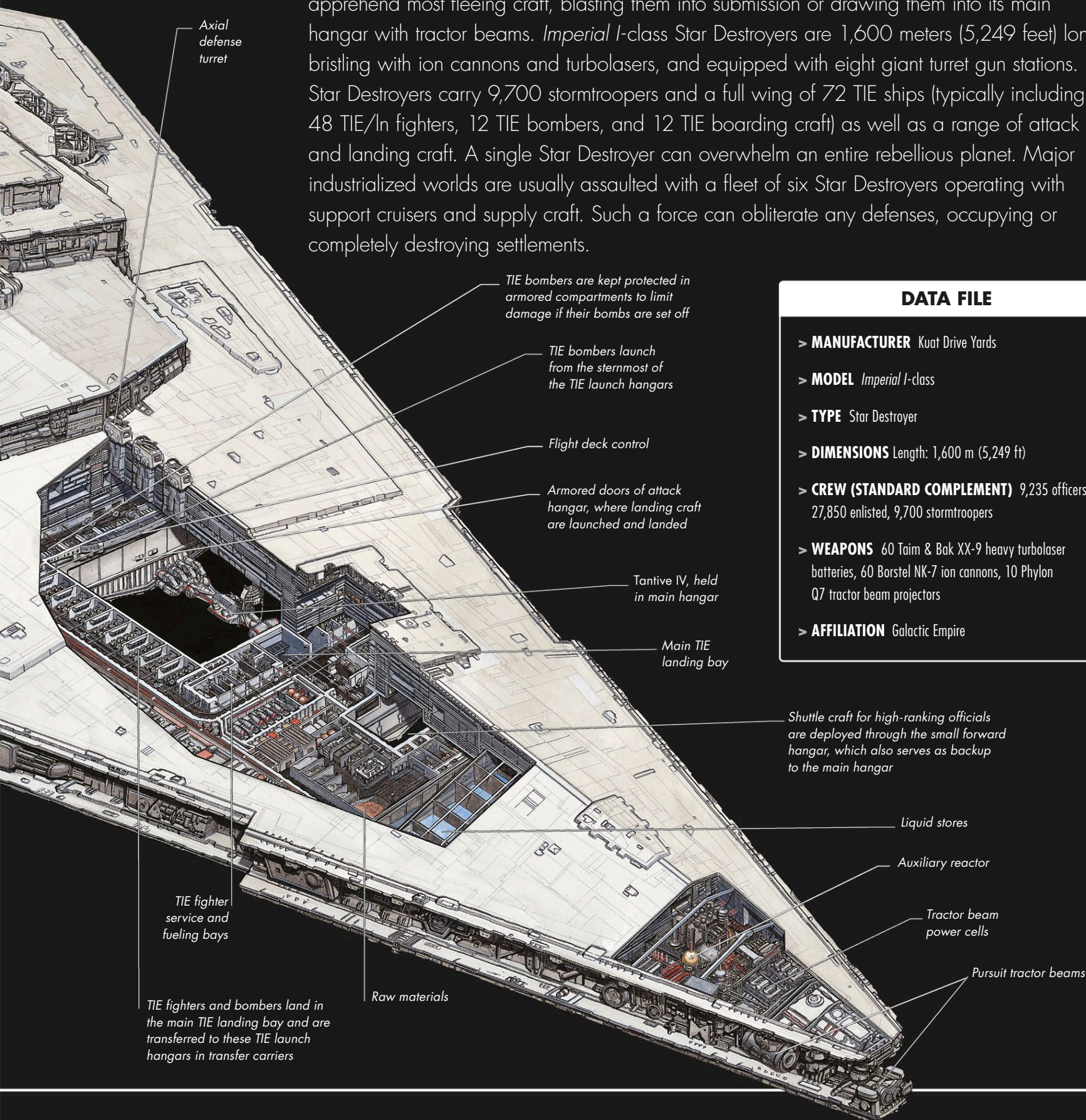


HANGAR VIEW

This view from the main TIE landing bay shows the captured *Tantive IV* held by tractor beams and a magnetic paralyzing pincer lock. Rebel prisoners are being escorted out of a TIE boarding craft for interrogation. In the background, the attack hangar can be seen with one set of armored doors open. Commander Praji supervises the preparation of a landing search team that will scour the dunes of Tatooine below for the stolen Death Star plans.

IMPERIAL I-CLASS STAR DESTROYER

A symbol of the Empire's military might, the Star Destroyer carries devastating firepower and assault forces anywhere in the galaxy to subjugate opposition. A Star Destroyer can easily apprehend most fleeing craft, blasting them into submission or drawing them into its main hangar with tractor beams. *Imperial I-class* Star Destroyers are 1,600 meters (5,249 feet) long, bristling with ion cannons and turbolasers, and equipped with eight giant turret gun stations. Star Destroyers carry 9,700 stormtroopers and a full wing of 72 TIE ships (typically including 48 TIE/In fighters, 12 TIE bombers, and 12 TIE boarding craft) as well as a range of attack and landing craft. A single Star Destroyer can overwhelm an entire rebellious planet. Major industrialized worlds are usually assaulted with a fleet of six Star Destroyers operating with support cruisers and supply craft. Such a force can obliterate any defenses, occupying or completely destroying settlements.



DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** *Imperial I-class*
- > **TYPE** Star Destroyer
- > **DIMENSIONS** Length: 1,600 m (5,249 ft)
- > **CREW (STANDARD COMPLEMENT)** 9,235 officers, 27,850 enlisted, 9,700 stormtroopers
- > **WEAPONS** 60 Taim & Bak XX-9 heavy turbolaser batteries, 60 Borstel NK-7 ion cannons, 10 Phylon Q7 tractor beam projectors
- > **AFFILIATION** Galactic Empire

SANDCRAWLER

A leftover titan from a forgotten mining era long ago, the Jawa sandcrawler patrols the desert wastelands of Tatooine. Serving as home to an entire clan of Jawas, the sandcrawler migrates across a wide territory over the course of a year, hunting for the wrecks that dot Tatooine's surface from spaceship crashes through centuries past. Jawas also round up stray droids, junked vehicles, and unwanted metal of any kind from settlements and moisture farmers. Pitted and scoured by numberless sandstorms, the sandcrawler serves the Jawas as transport, workshop, traveling store, and safe protection from the untold dangers of the desert.

JAWA REPAIRS

Jawas are experts at making use of available components to repair machinery and can put together a working droid from the most surprising variety of scrap parts. However, they are notorious for peddling shoddy workmanship that will last just long enough for the sandcrawler to disappear over the horizon.

DATA FILE

- > **MANUFACTURER** Corellia Mining Corporation
- > **MODEL** Mobile Refinery / Digger Crawler
- > **TYPE** Treaded transport
- > **DIMENSIONS** Length: 36.8 m (120 ft 9 in); height: 20 m (65 ft 7 in)
- > **CREW** approximately 50 (members of single Jawa clan)
- > **WEAPONS** None
- > **AFFILIATION** None

Power generators

Reactor powers entire sandcrawler

Engineering station

Maintenance passage

Reactor melts processed ore and metal into a superheated cascade

Power cell

Ingots are extruded from purified slag

Primary drive

Rear treads non-steerable, for drive only

Case-hardened smashers crush minerals or compact metal for storage

Conveyor at top of elevator

Ore crusher

Drill grinders

Laser pre-processor

DANGEROUS PRIZES

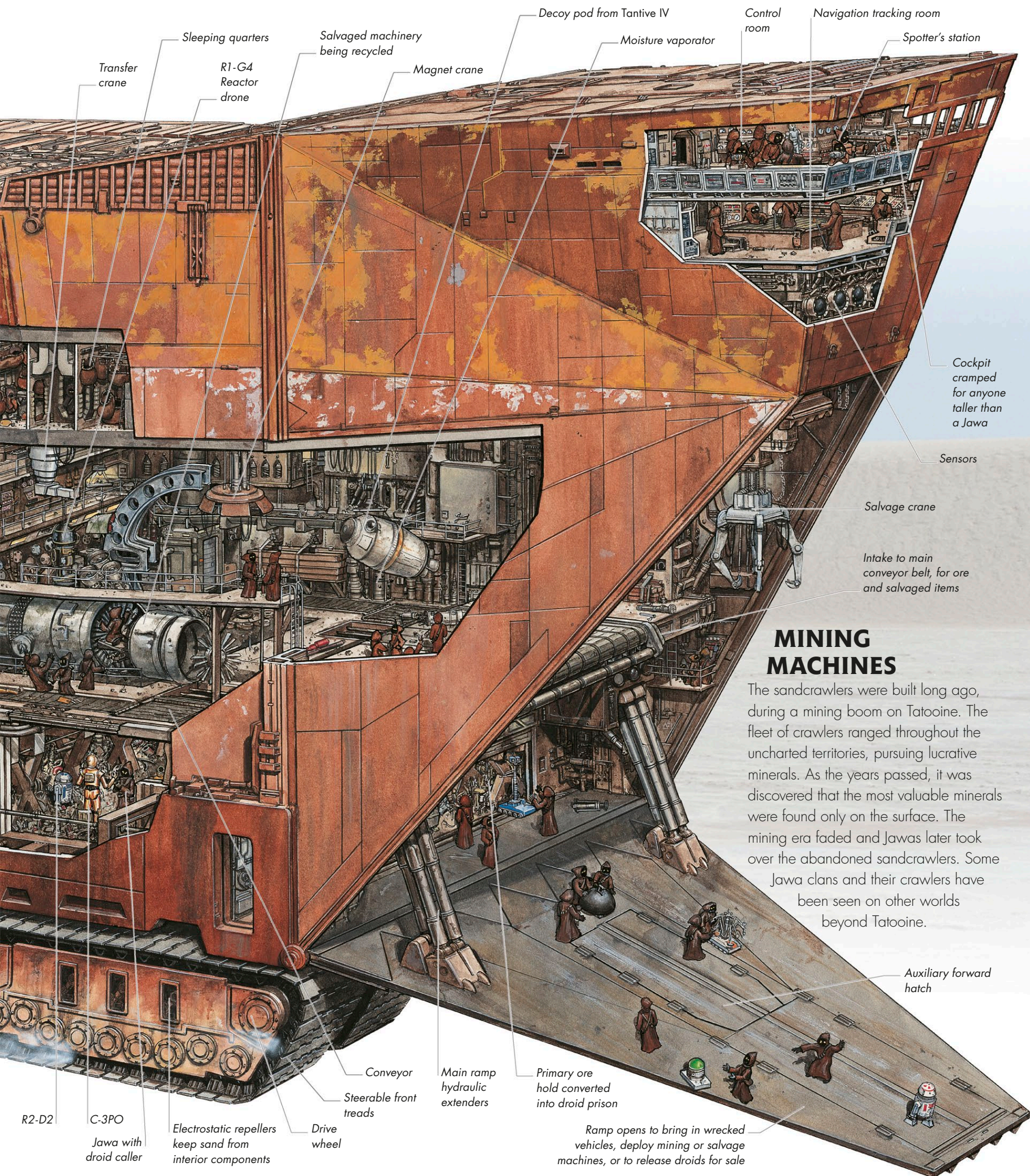
The furious winds of Tatooine's storm season can scour ancient spacewrecks from the deep sands of the Dune Sea. Jawa sandcrawlers venture into remote territories after the storms, searching for newly exposed prizes. Larger finds may cause them to call in other sandcrawlers to share in the processing.

Steam-heating array

Extensible starboard boarding gantry

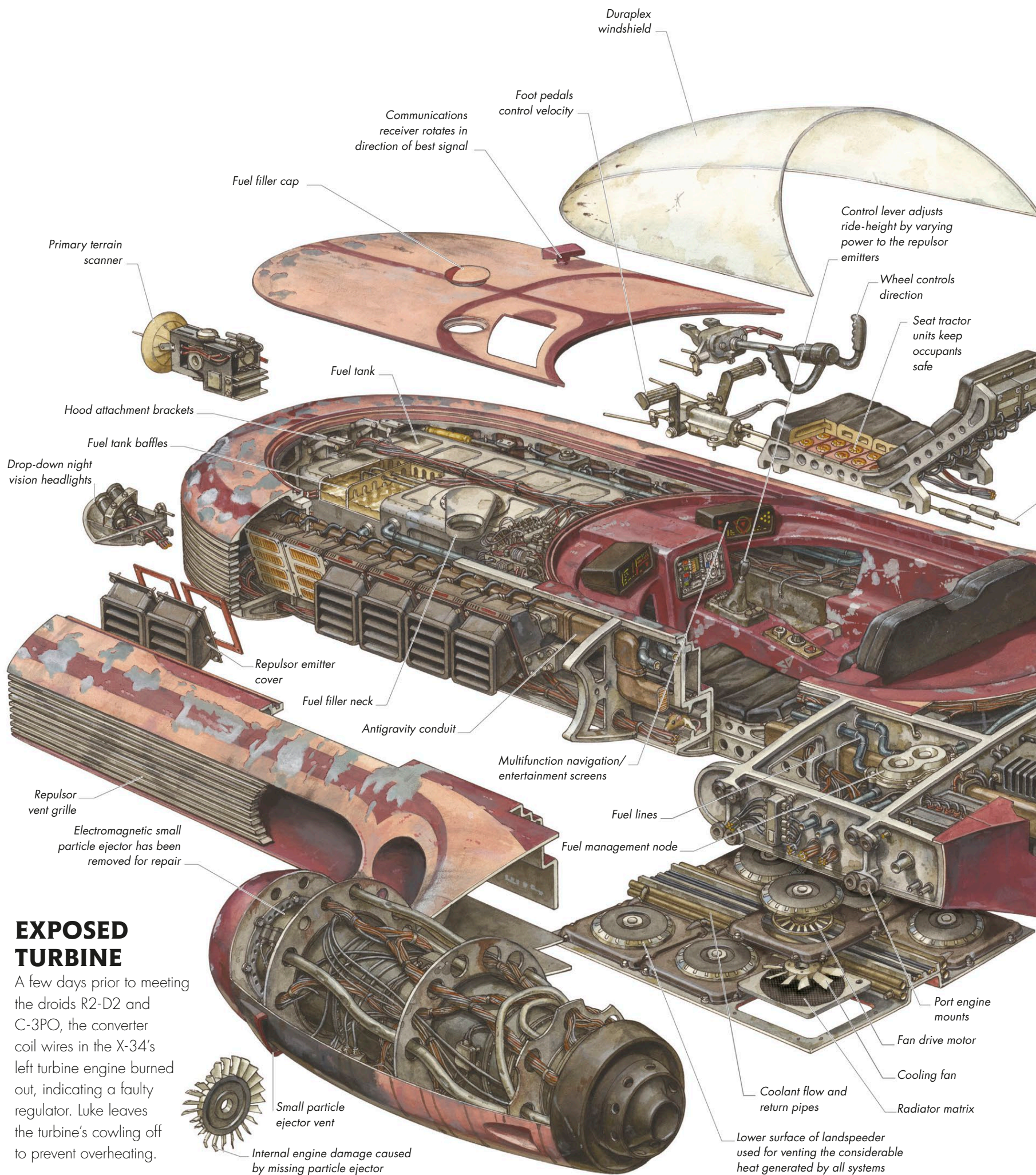
Repulsorlift tube energizer

Extensible repulsorlift tube



MINING MACHINES

The sandcrawlers were built long ago, during a mining boom on Tatooine. The fleet of crawlers ranged throughout the uncharted territories, pursuing lucrative minerals. As the years passed, it was discovered that the most valuable minerals were found only on the surface. The mining era faded and Jawas later took over the abandoned sandcrawlers. Some Jawa clans and their crawlers have been seen on other worlds beyond Tatooine.

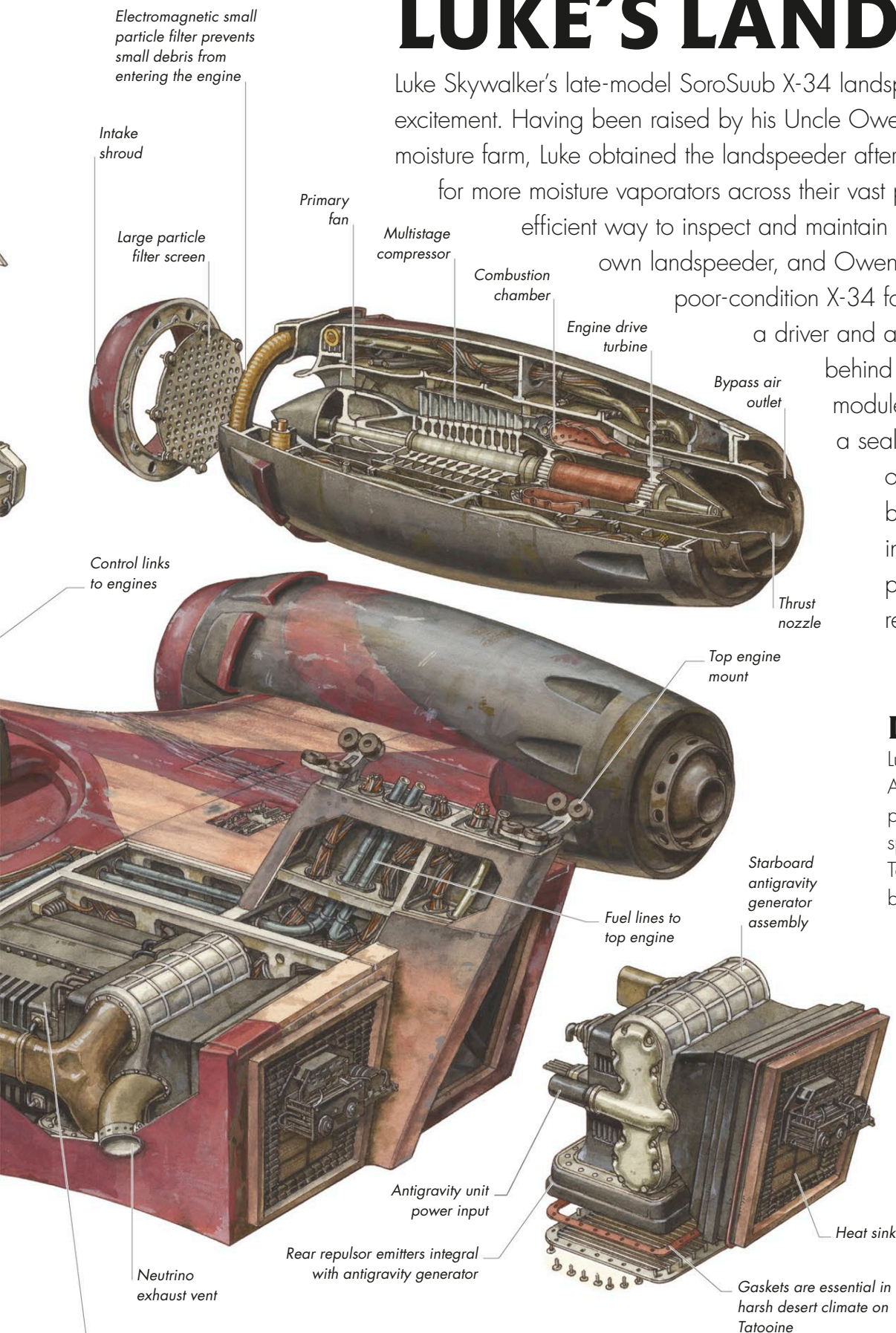


EXPOSED TURBINE

A few days prior to meeting the droids R2-D2 and C-3PO, the converter coil wires in the X-34's left turbine engine burned out, indicating a faulty regulator. Luke leaves the turbine's cowling off to prevent overheating.

LUKE'S LANDSPEEDER

Luke Skywalker's late-model SoroSuub X-34 landspeeder is one of his few sources of excitement. Having been raised by his Uncle Owen Lars and Aunt Beru on their Tatooine moisture farm, Luke obtained the landspeeder after Owen asked him to take responsibility for more moisture vaporators across their vast property. Luke argued that the most efficient way to inspect and maintain the vaporators would be to have his own landspeeder, and Owen grudgingly allowed Luke to purchase the poor-condition X-34 for 2,400 credits. The open cockpit seats a driver and a passenger, and built-in magnetic clamps behind the seats can secure droids or small cargo modules. The windshield is designed to close to a sealed bubble, but Luke keeps the cockpit open because he has yet to fix the shield's back half. Luke has put considerable time into restoring the vehicle, and uses the best parts he can afford to upgrade the repulsorlifts and turbine engines.



DESERT RACER

Luke knew little of his father, Anakin, but he inherited Anakin's restless nature, mechanical aptitude, and predilection for high-speed thrills. Luke and his friends spend many hours racing their landspeeders across Tatooine's desert flats and through the deep ravines beyond the Dune Sea.

DATA FILE

- > **MANUFACTURER** SoroSuub Corporation
- > **MODEL** X-34
- > **CLASS** Landspeeder
- > **DIMENSIONS** Length: 3.4 m (11 ft 2 in)
- > **CREW** 1 pilot (plus 1 passenger)
- > **WEAPONS** None
- > **AFFILIATION** None

VALUABLE PARTS

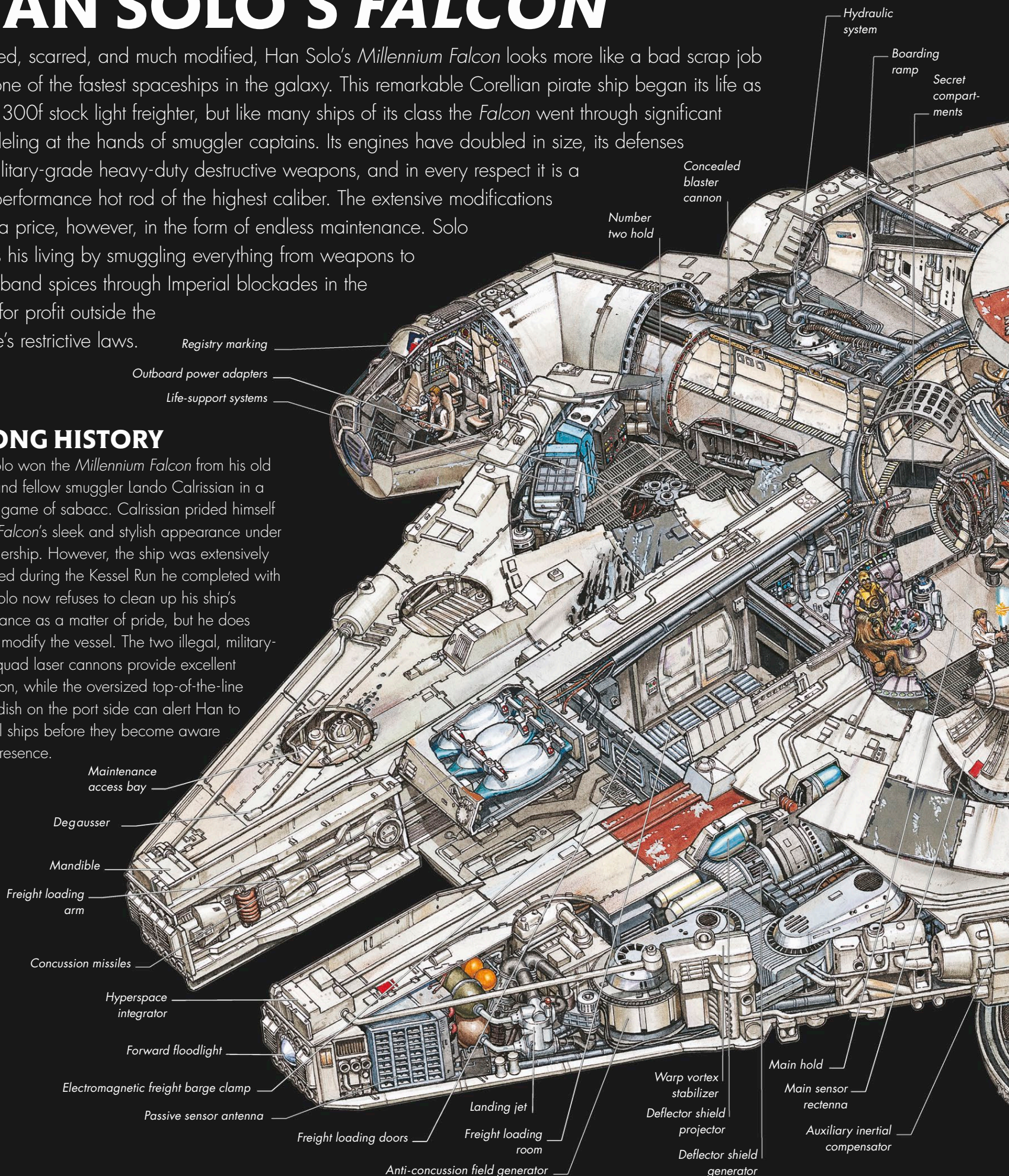
Because Tatooine has few factories or significant manufacturing facilities, the planet depends heavily on imported technology and recycled materials. Left unattended, a landspeeder makes a tempting target for Tusken Raiders, who by tradition transform scavenged metal into lethal weapons.

HAN SOLO'S *FALCON*

Battered, scarred, and much modified, Han Solo's *Millennium Falcon* looks more like a bad scrap job than one of the fastest spaceships in the galaxy. This remarkable Corellian pirate ship began its life as a YT-1300f stock light freighter, but like many ships of its class the *Falcon* went through significant remodeling at the hands of smuggler captains. Its engines have doubled in size, its defenses are military-grade heavy-duty destructive weapons, and in every respect it is a high-performance hot rod of the highest caliber. The extensive modifications bring a price, however, in the form of endless maintenance. Solo makes his living by smuggling everything from weapons to contraband spices through Imperial blockades in the quest for profit outside the Empire's restrictive laws.

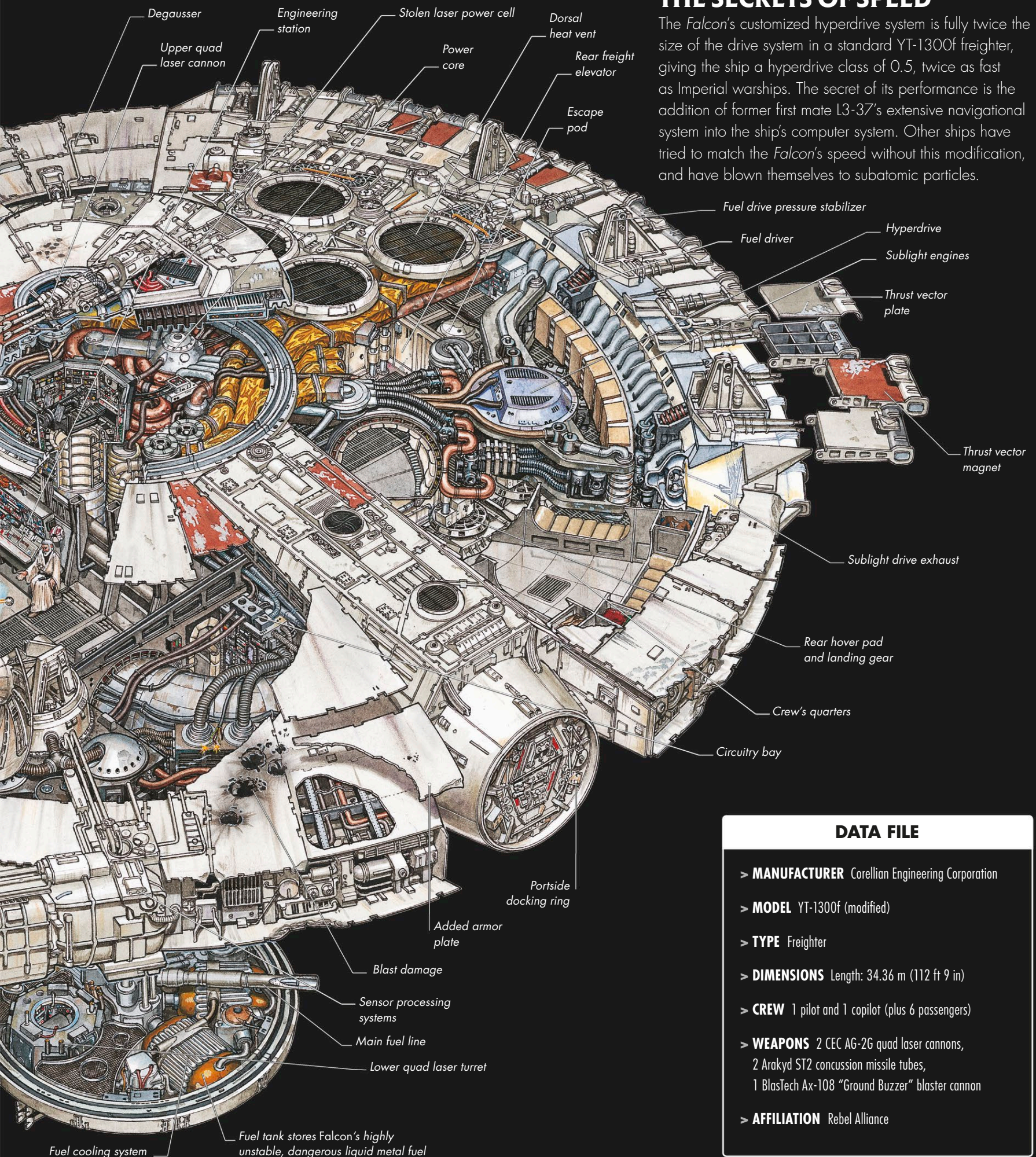
A LONG HISTORY

Han Solo won the *Millennium Falcon* from his old friend and fellow smuggler Lando Calrissian in a heated game of sabacc. Calrissian prided himself on the *Falcon*'s sleek and stylish appearance under his ownership. However, the ship was extensively damaged during the Kessel Run he completed with Han. Solo now refuses to clean up his ship's appearance as a matter of pride, but he does heavily modify the vessel. The two illegal, military-grade quad laser cannons provide excellent protection, while the oversized top-of-the-line sensor dish on the port side can alert Han to Imperial ships before they become aware of his presence.



THE SECRETS OF SPEED

The *Falcon's* customized hyperdrive system is fully twice the size of the drive system in a standard YT-1300f freighter, giving the ship a hyperdrive class of 0.5, twice as fast as Imperial warships. The secret of its performance is the addition of former first mate L3-37's extensive navigational system into the ship's computer system. Other ships have tried to match the *Falcon's* speed without this modification, and have blown themselves to subatomic particles.



DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** YT-1300f (modified)
- > **TYPE** Freighter
- > **DIMENSIONS** Length: 34.36 m (112 ft 9 in)
- > **CREW** 1 pilot and 1 copilot (plus 6 passengers)
- > **WEAPONS** 2 CEC AG-26 quad laser cannons, 2 Arakyd ST2 concussion missile tubes, 1 BlasTech Ax-108 "Ground Buzzer" blaster cannon
- > **AFFILIATION** Rebel Alliance

“WHAT A PIECE OF JUNK!”

Like most people, Luke Skywalker has difficulty finding any obvious qualities in the *Millennium Falcon* when he first views the ship, but he soon discovers that the *Falcon*'s ramshackle appearance belies the fact that it is one of the fastest ships in the galaxy. Thanks to the *Falcon* crew's innovations with sensor-jamming technology, even the sophisticated scanners used by authorities in Imperial space and the Corporate Sector fail to detect the *Falcon*'s unique capabilities.

GALACTIC ADVENTURES

After capturing the *Millennium Falcon* near the remains of the planet Alderaan, Imperial boarding parties find nothing remarkable about the *Falcon*'s grimy interior, and their scanners fail to detect any life-forms on board. Unknown to them, Captain Han Solo has concealed compartments for smuggling, and the below-deck chambers also prove useful for hiding crew and passengers. The ship's occupants escape, rescue the captive Princess Leia, and assist in the destruction of the first Death Star, striking a crucial blow against the Empire.

The *Falcon* is equipped with a holographic dejarik table to entertain its passengers and crew. Sadly, an angry Chewbacca partially damaged the table, so two monsters, Bulbous and Scrimp, are now unplayable.

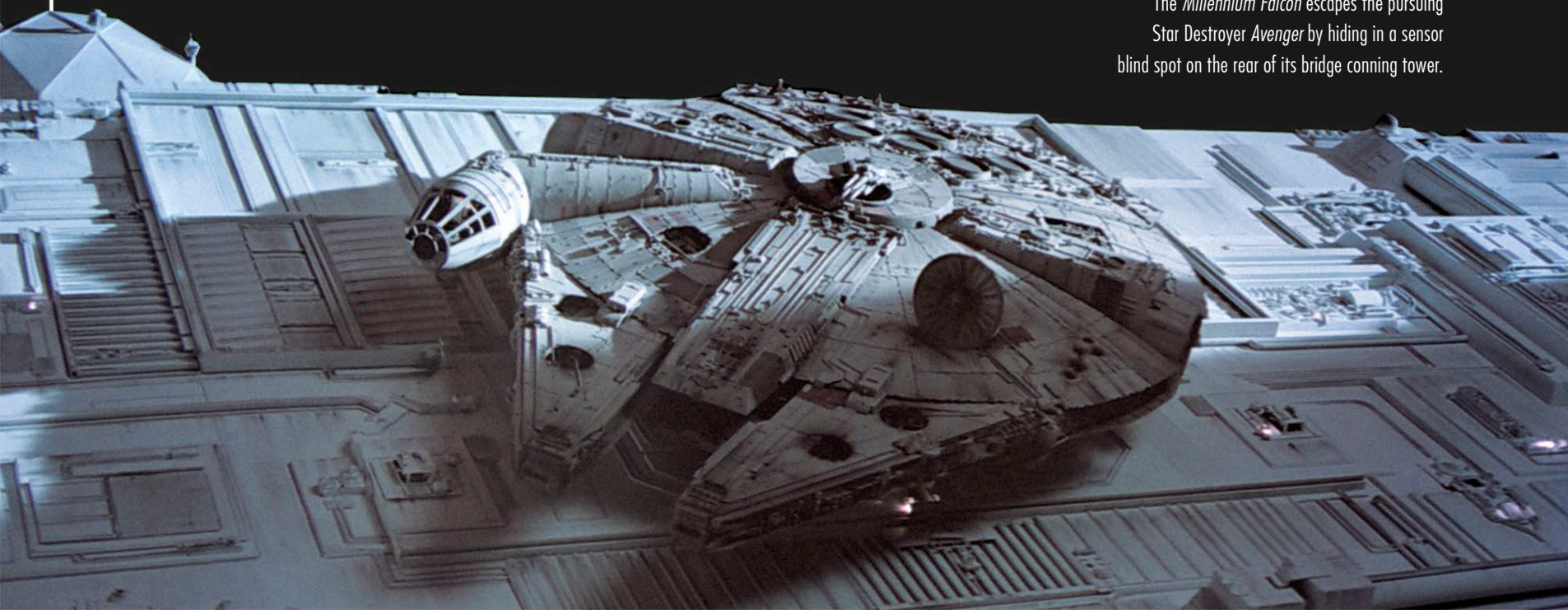


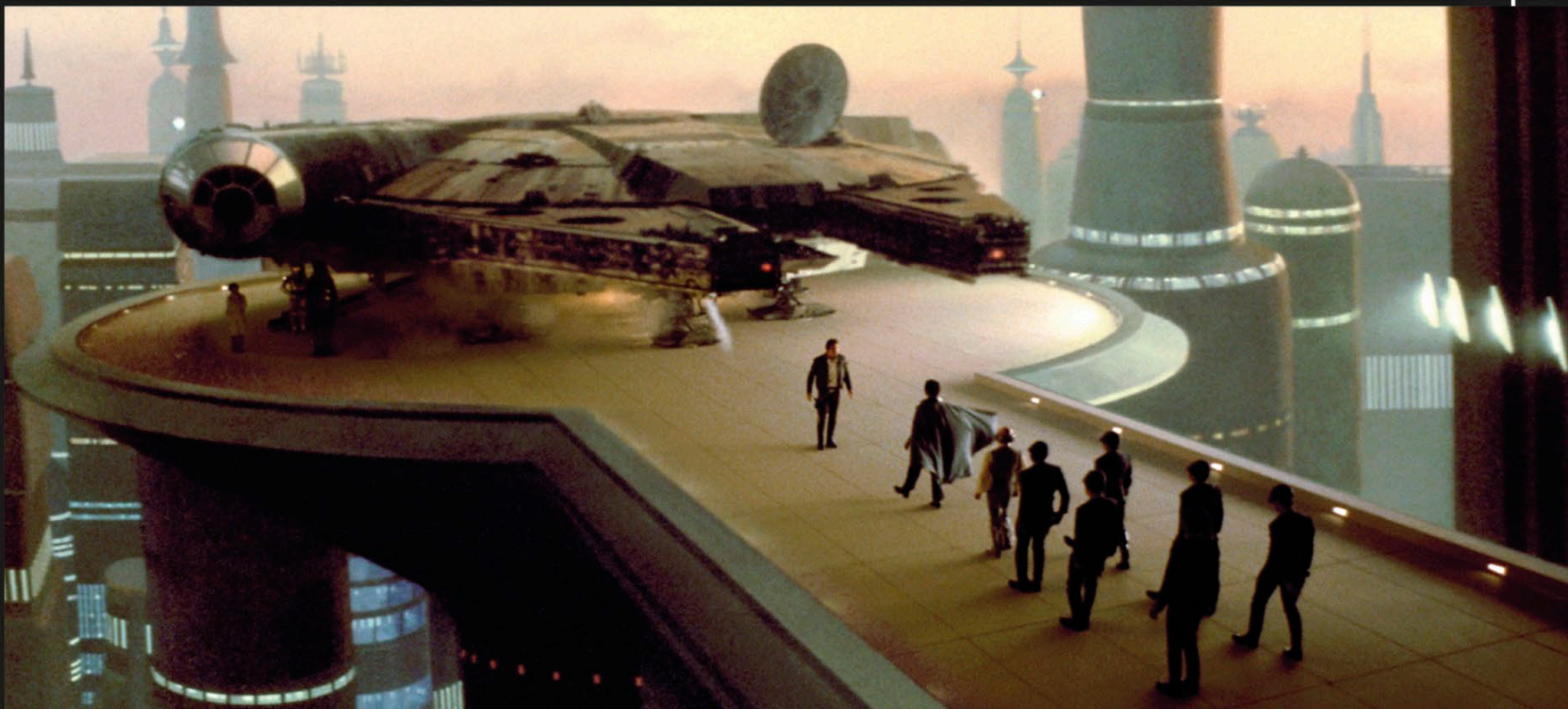
Typical of the landing bays scattered throughout Mos Eisley Spaceport, Docking Bay 94 is simply a large, open-roof pit with reinforced walls.



Docking Bay 94's old walls were designed to withstand the backblast of ion sublight engines. When attacked by Imperial stormtroopers, the *Falcon*'s repulsorlift engines allow for a hasty exit through the bay's open roof.

The *Millennium Falcon* escapes the pursuing Star Destroyer *Avenger* by hiding in a sensor blind spot on the rear of its bridge conning tower.





Han Solo lands the damaged *Falcon* in Cloud City, where he seeks help from Lando Calrissian, the *Falcon*'s previous owner.

SHIP OF DESTINY

The *Millennium Falcon* is one of many ships forced to flee from the secret rebel base on Hoth, in the face of an Imperial assault. Han Solo guides the *Falcon* into the Hoth system's asteroid belt to escape the pursuing Imperial warships, despite the probability of successfully navigating an asteroid field being approximately 3,720 to 1. In need of repairs to the *Falcon*'s hyperdrive, Han then reluctantly travels to Cloud City in the Bespin system, and seeks help from the *Falcon*'s former owner, Lando Calrissian. However, in the process Han is captured by the infamous bounty hunter Boba Fett. Once again under the command of Lando Calrissian, the *Falcon* subsequently plays a pivotal role in the climactic Battle of Endor, leading the assault on the second Death Star and successfully destroying the giant battle station.

Lando pilots the *Falcon* through the second Death Star's skeletal superstructure to destroy the battle station's reactor core. The *Falcon* proves more nimble on sharp turns than the pursuing Imperial TIE fighters.



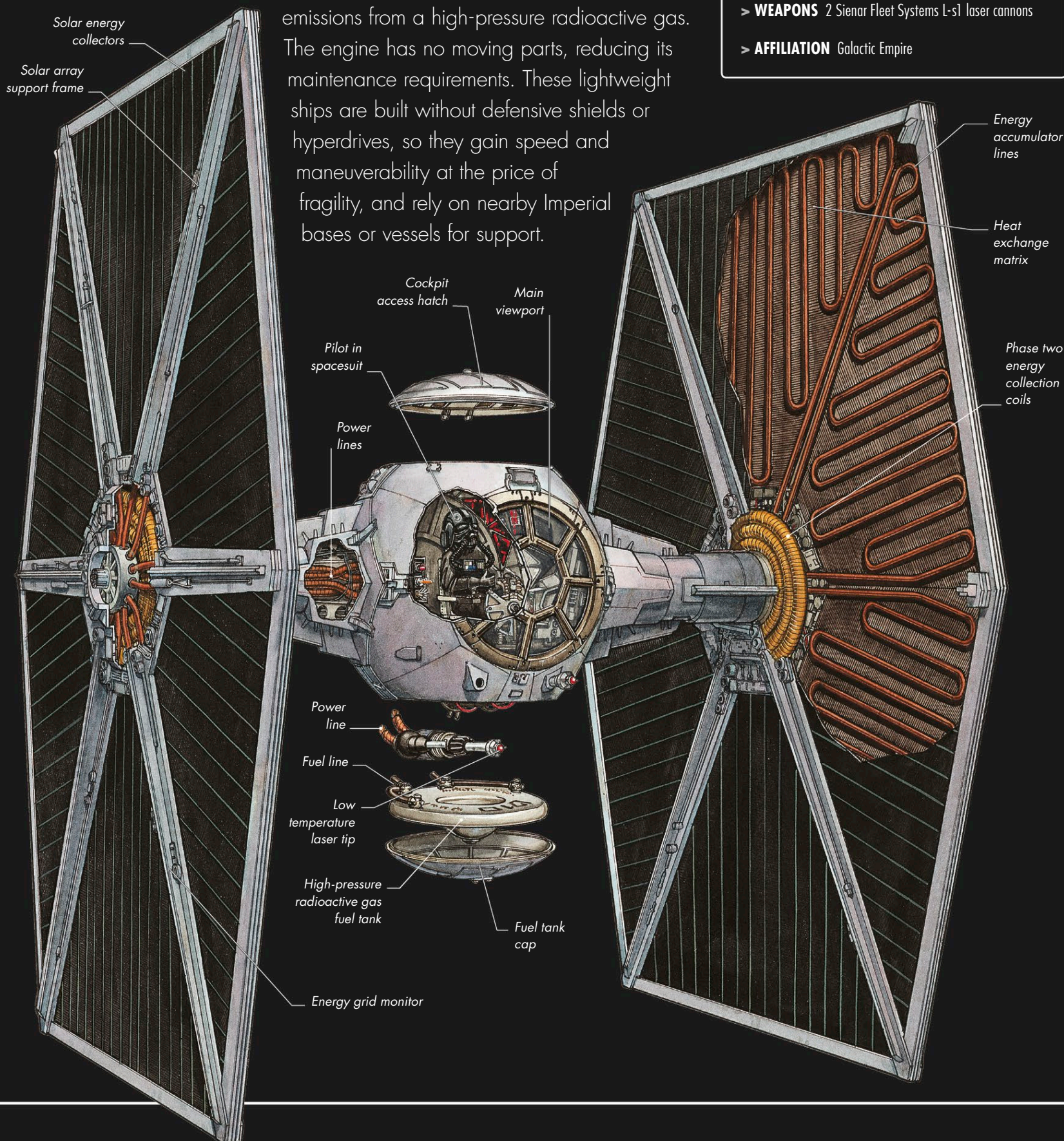
At the controls of the *Falcon* once more, Lando Calrissian leads the rebel fleet into battle during the Battle of Endor.



IMPERIAL TIE FIGHTER

TIE fighters are the most visible image of the Empire's wide-reaching power, and the TIE engine is the most precisely manufactured propulsion system in the galaxy. Solar arrays collect light energy, channeling it through a reactor to fire

emissions from a high-pressure radioactive gas. The engine has no moving parts, reducing its maintenance requirements. These lightweight ships are built without defensive shields or hyperdrives, so they gain speed and maneuverability at the price of fragility, and rely on nearby Imperial bases or vessels for support.



DATA FILE

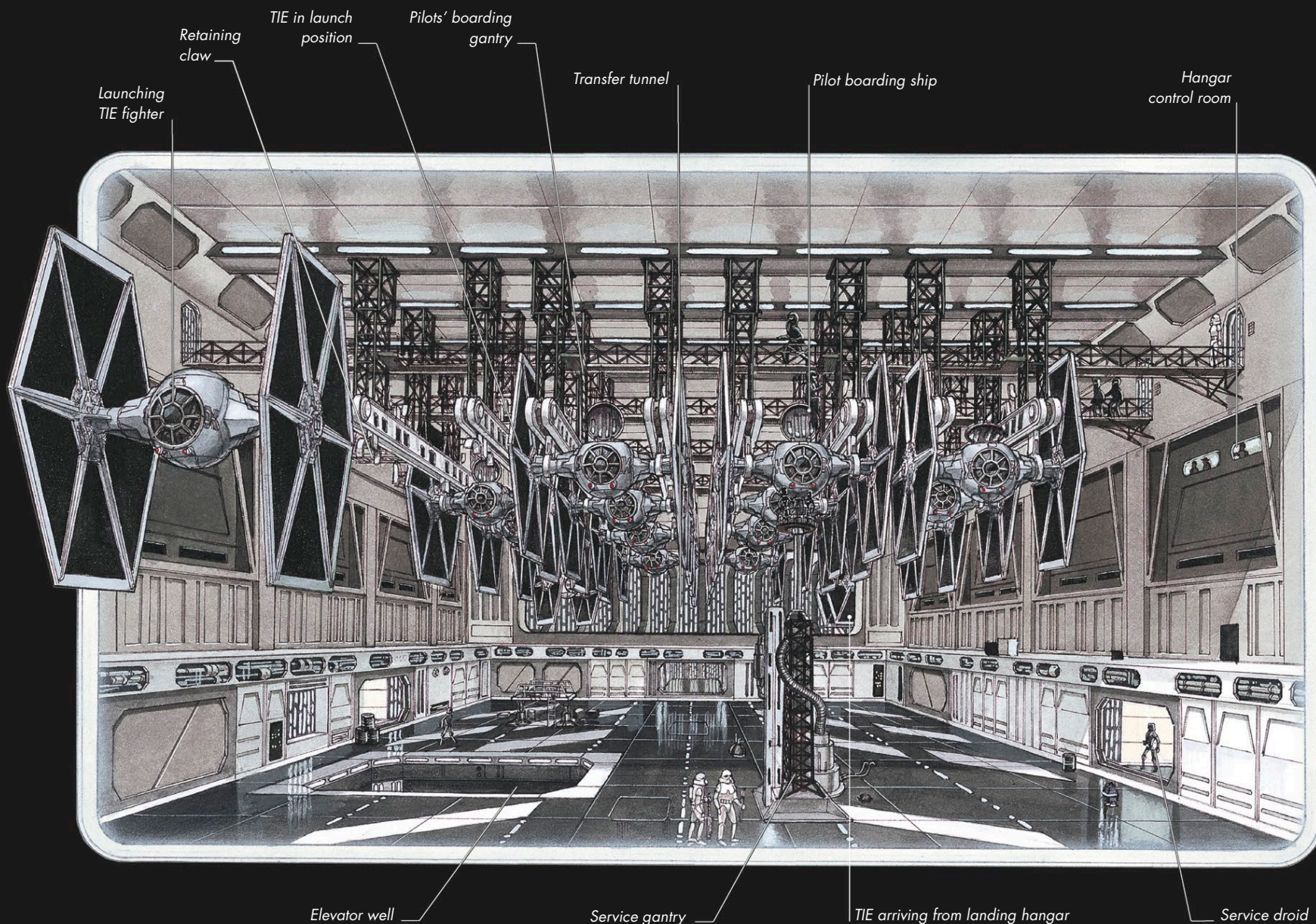
- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** TIE/In space superiority fighter
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 7.2 m (23 ft 7 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 Sienar Fleet Systems L-s1 laser cannons
- > **AFFILIATION** Galactic Empire

TIE MISSION PROFILES

TIE fighters are deployed for a variety of mission profiles. Their primary role is as space superiority fighters, engaging rebel craft and defending Imperial bases and capital ships. Scout TIEs may travel alone to cover wide areas of space. Such individual scouts patrol the huge asteroid field left by the explosion of the planet Alderaan. Ships are assigned to escort duty in pairs, such as the twin TIEs that escort all flights of the Emperor's shuttle. Regular sentry groups of four TIE fighters patrol the space around Imperial bases, stations, and capital starships. A typical TIE fighter attack squadron consists of 12 ships, and a full attack wing consists of six squadrons, or 72 TIE fighters.

TIE HANGAR

TIEs are launched from cycling racks of up to 72 ships. Pilots board the TIEs from overhead gantries and the ships are released into space as they disengage from the front position in the rack system. Returning ships land in separate hangars, where they are guided into receiver-carriers by small tractor beams. The receivers carry the TIE to a debarkation station where the pilot exits. From there the TIE may be serviced and refueled in a separate bay on its way through transfer tunnels to a launch hangar. In the launch hangar the TIE is cycled into the launch rack, ready for its next mission.



ALL THE SAME

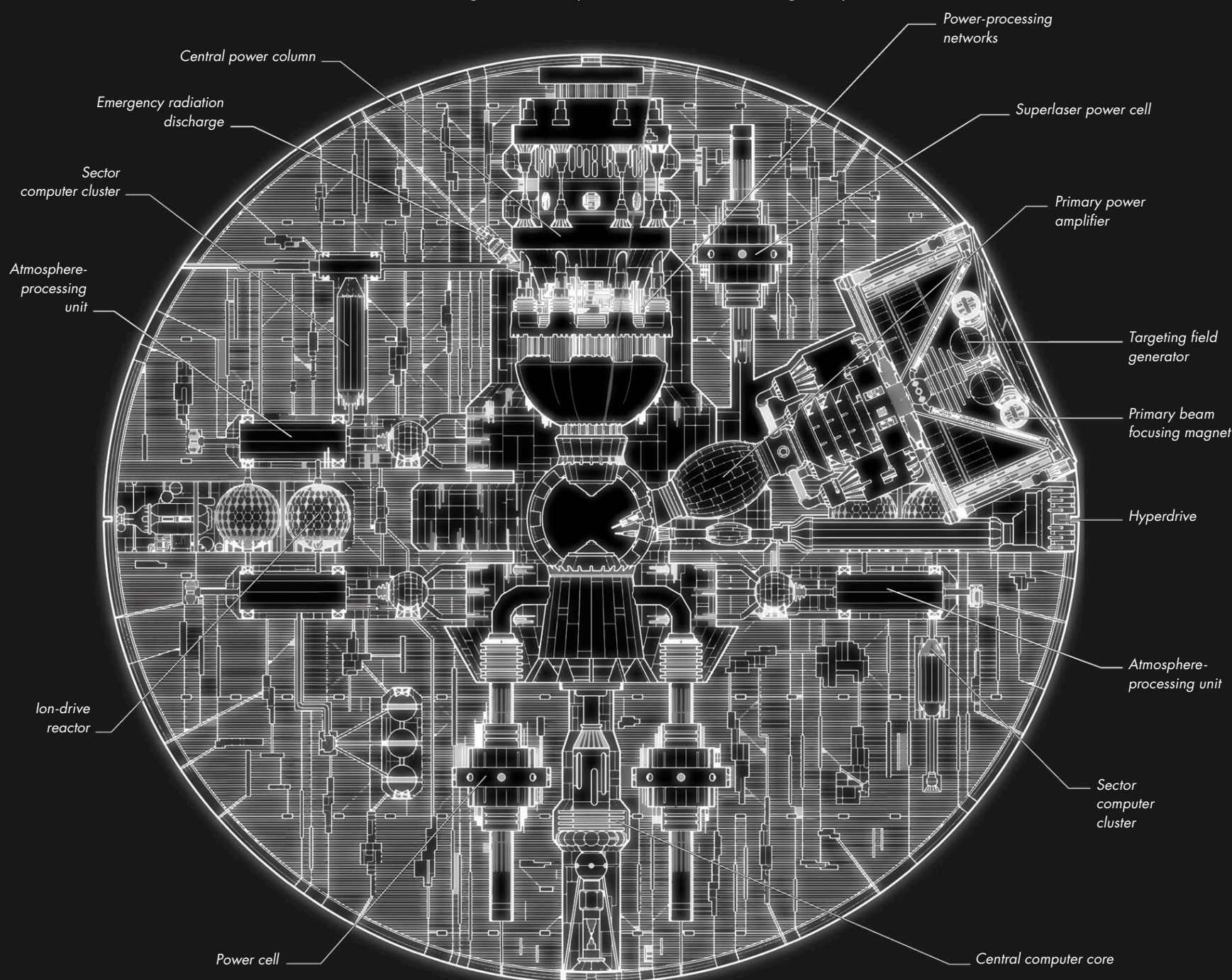
TIE pilots may never use the same ship twice, and develop no sentimental attachment to their craft as rebels often do. TIE pilots know that every reconditioned fighter is identical to a factory-fresh ship; one is the same as many thousands—another reinforcement of Imperial philosophy of absolute conformity.

PILOT PSYCHOLOGY

Aspiring TIE pilots are rigorously trained in Imperial academies to fly the full range of TIE craft. The most promising trainees are sent to elite academies, such as the Skystrike Academy on Montross. They are taught that they are the best pilots in the galaxy and only a small number graduate with commissions, so they all tend to be very arrogant and proud. The pilots are completely focused on completing their mission, even if it results in their deaths.

DEATH STAR

The Empire's gigantic battle station code-named Death Star is 160 km (99 miles) in diameter, large enough to be mistaken for a small moon. This colossal superweapon is designed to enforce the Emperor's rule through terror, presenting both the symbol and reality of ultimate destructive power. Making use of the Empire's most advanced discoveries in super-engineering, the Death Star is built around a hypermatter reactor that can generate enough power to destroy an entire planet. Partially designed in secret on Geonosis, and then built in orbit around the planet, its construction was promoted by Grand Moff Wilhuff Tarkin and supervised by Imperial Director Orson Krennic. The Death Star's vast structure houses more than a million individuals and thousands of ships, making it capable of occupying whole star systems by force. Elite gunners operate the station's advanced weapons. The Death Star, once fully operational, represents a chilling specter of totalitarian domination and threatens to extinguish all hope for freedom in the galaxy.

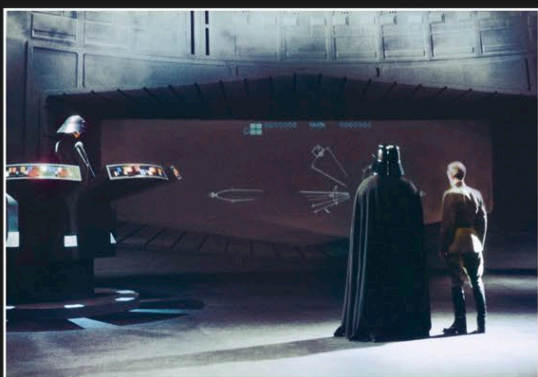


THE STOLEN PLANS

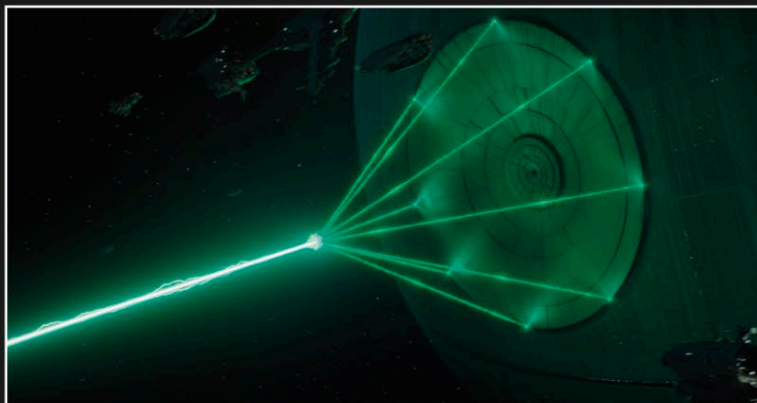
A complete technical readout of the battle station (below left) is stolen by rebel troops during the Battle of Scarif. These plans reveal the overwhelming might of the Death Star, detailing its myriad weapons systems and immense power structures. Ion engines, hyperdrives, and hangar bays ring the station's equatorial trench, while power cells over 15 km (9 miles) wide distribute energy throughout the thousands of internal decks of the station. Air shafts and void spaces honeycomb the interior. Occupying the polar axis of the Death Star is its central power column, with the hypermatter reactor at its core. However, rebellious scientist Galen Erso includes one fatal flaw in the Death Star's defenses—a small thermal exhaust port that leads from the surface to the heart of the main reactor.

DATA FILE

- > **MANUFACTURER** Advanced Weapons Research
- > **MODEL** DS-1
- > **TYPE** Battle station
- > **DIMENSIONS** 160 km (99 mi)
- > **CREW** 342,953 crew (up to 843,342 passengers)
- > **WEAPONS** 1 superlaser, 15,000 turbolasers, 2,500 laser cannons, 768 tractor beam emplacements
- > **AFFILIATION** Galactic Empire



The primary control room of the Death Star is the overbridge, situated at the top edge of the superlaser dish. From this nerve center, Grand Moff Tarkin commands the gigantic battle station. The staff feed critical information to the main viewscreen.

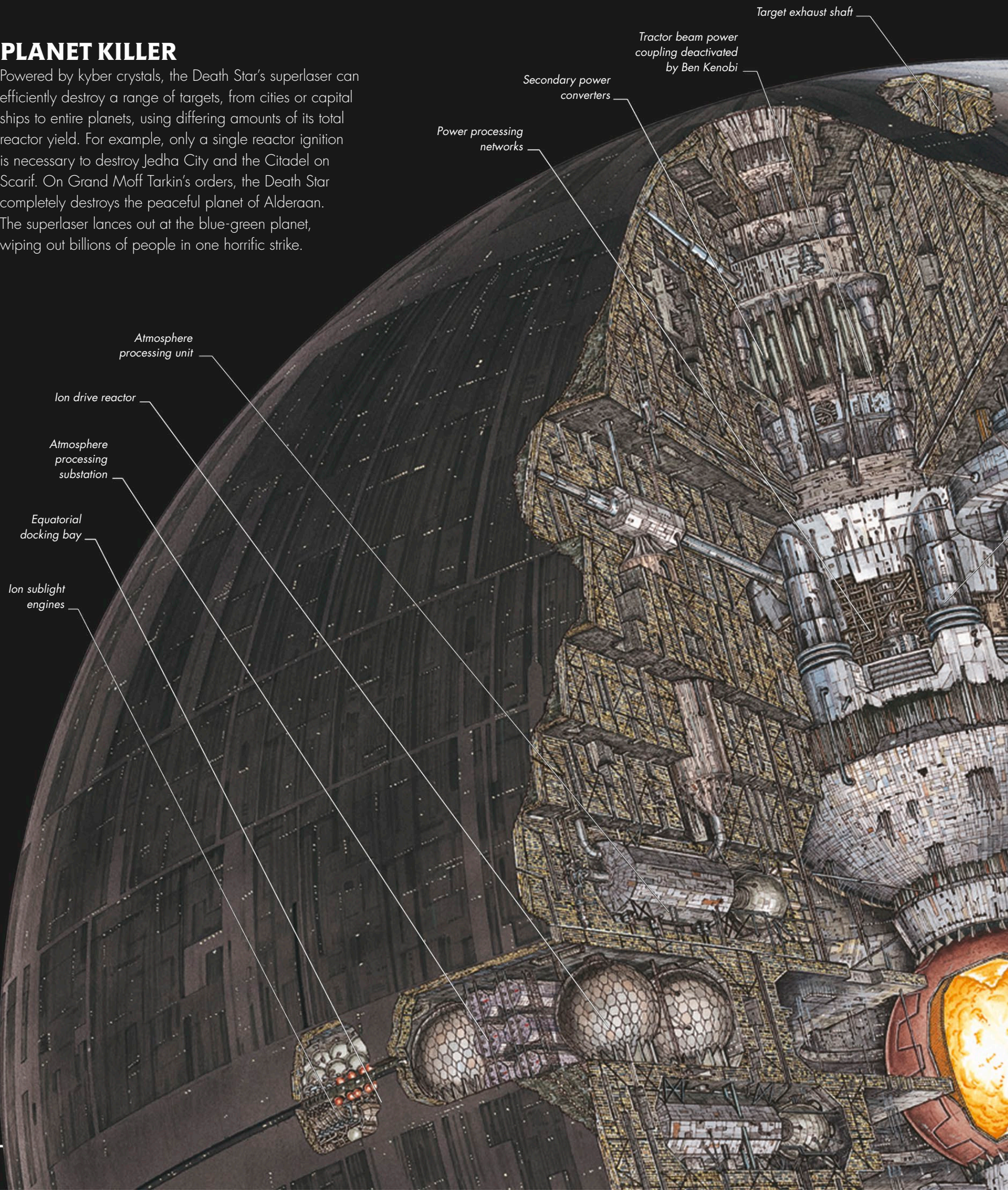


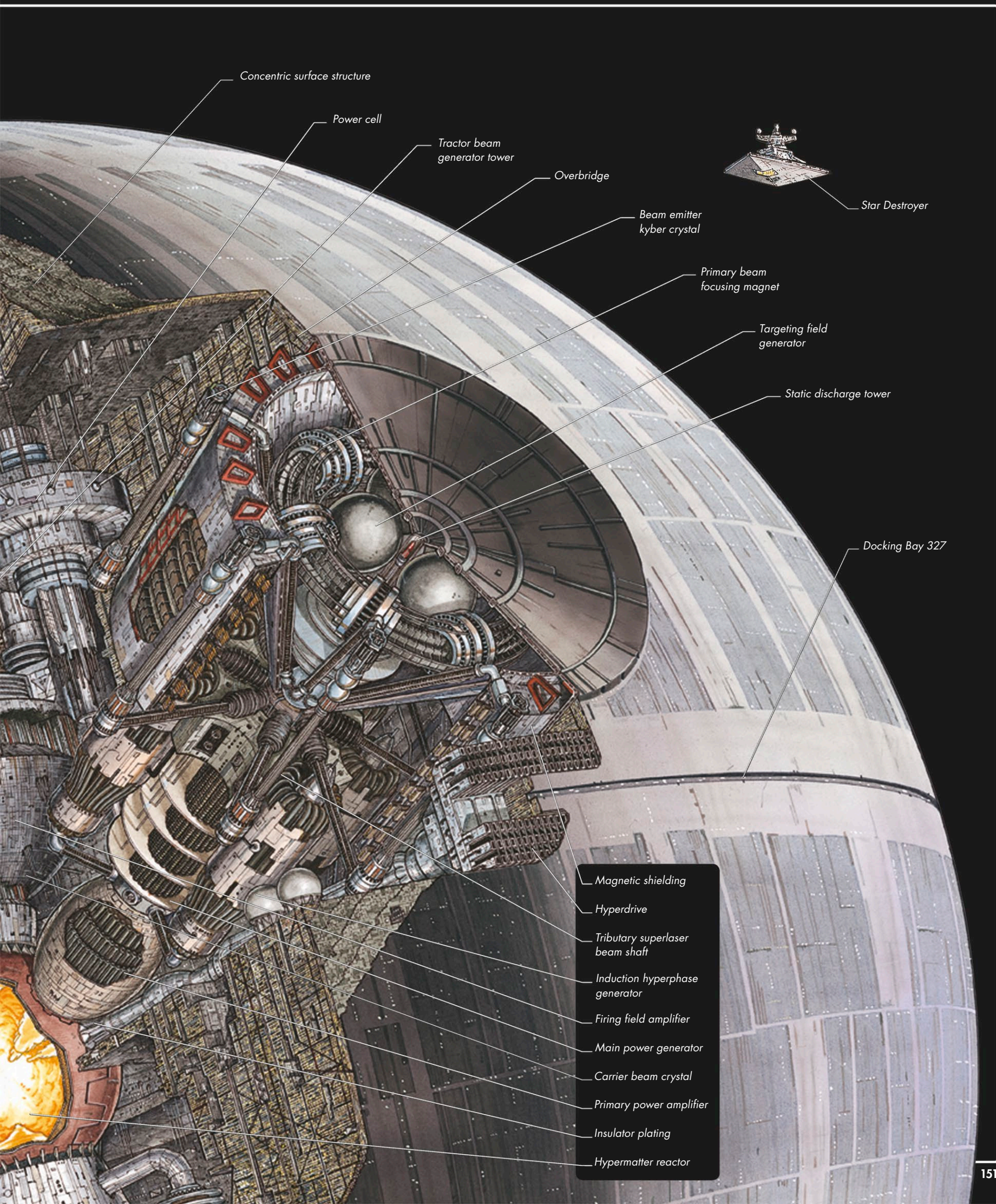
Eight tributary beams unite to form the superlaser's primary beam. These beams are arranged around the invisible central focusing field, firing in alternate sequence to build the necessary power. The titanic energy of these beams must be monitored to prevent imbalanced explosions.

DEATH STAR (CONT.)

PLANET KILLER

Powered by kyber crystals, the Death Star's superlaser can efficiently destroy a range of targets, from cities or capital ships to entire planets, using differing amounts of its total reactor yield. For example, only a single reactor ignition is necessary to destroy Jedha City and the Citadel on Scarif. On Grand Moff Tarkin's orders, the Death Star completely destroys the peaceful planet of Alderaan. The superlaser lances out at the blue-green planet, wiping out billions of people in one horrific strike.





Concentric surface structure

Power cell

Tractor beam
generator tower

Overbridge

Beam emitter
kyber crystal

Primary beam
focusing magnet

Targeting field
generator

Static discharge tower

Docking Bay 327

Star Destroyer

Magnetic shielding

Hyperdrive

Tributary superlaser
beam shaft

Induction hyperphase
generator

Firing field amplifier

Main power generator

Carrier beam crystal

Primary power amplifier

Insulator plating

Hypermatter reactor

T-65 X-WING

With the transition of the Republic to the Empire, Imperial naval operations asks the Incom Corporation to design a new starfighter for its fleet. Incom's resulting prototype, named the X-wing, draws upon the strengths of predecessors like the Z-95 Headhunter and ARC-170 fighter. Carrying heavy firepower, a hyperdrive, and defensive shields, this new fighter has a greater survivability rate compared to TIE fighters. Manufacturing begins on the X-wing, until Imperial politics come into play, and the ship is mothballed as some believe it is too expensive to produce compared to TIE fighters. At a later stage, rebel agents approach some Incom employees, who agree to give them the valuable fighter. The X-wing soon rises to prominence in the hands of the Rebel Alliance and helps break the Empire's hold on the galaxy.

DATA FILE

- > **MANUFACTURER** Incom Corporation
- > **MODEL** T-65C-A2 X-wing
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 13.4 m (43 ft 11 in)
- > **CREW** 1 pilot, 1 astromech
- > **WEAPONS** 4 Taim & Bak KX9 laser cannons, 2 Krupx MG7 proton torpedo launchers
- > **AFFILIATION** Rebel Alliance

Astromech droid R2-D2

Cockpit canopy

Pitch and roll control pedals

Pilot Luke Skywalker

Proton torpedo

Flight computer

Repulsorlift

Hydraulic lines

Forward landing gear

Enemy sensor jammer unit

Nose cone

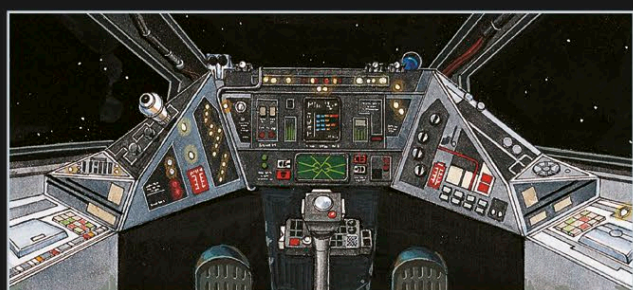
Primary sensor array

Sensor window

Laser firing tip

Sensor computer

Communications antenna

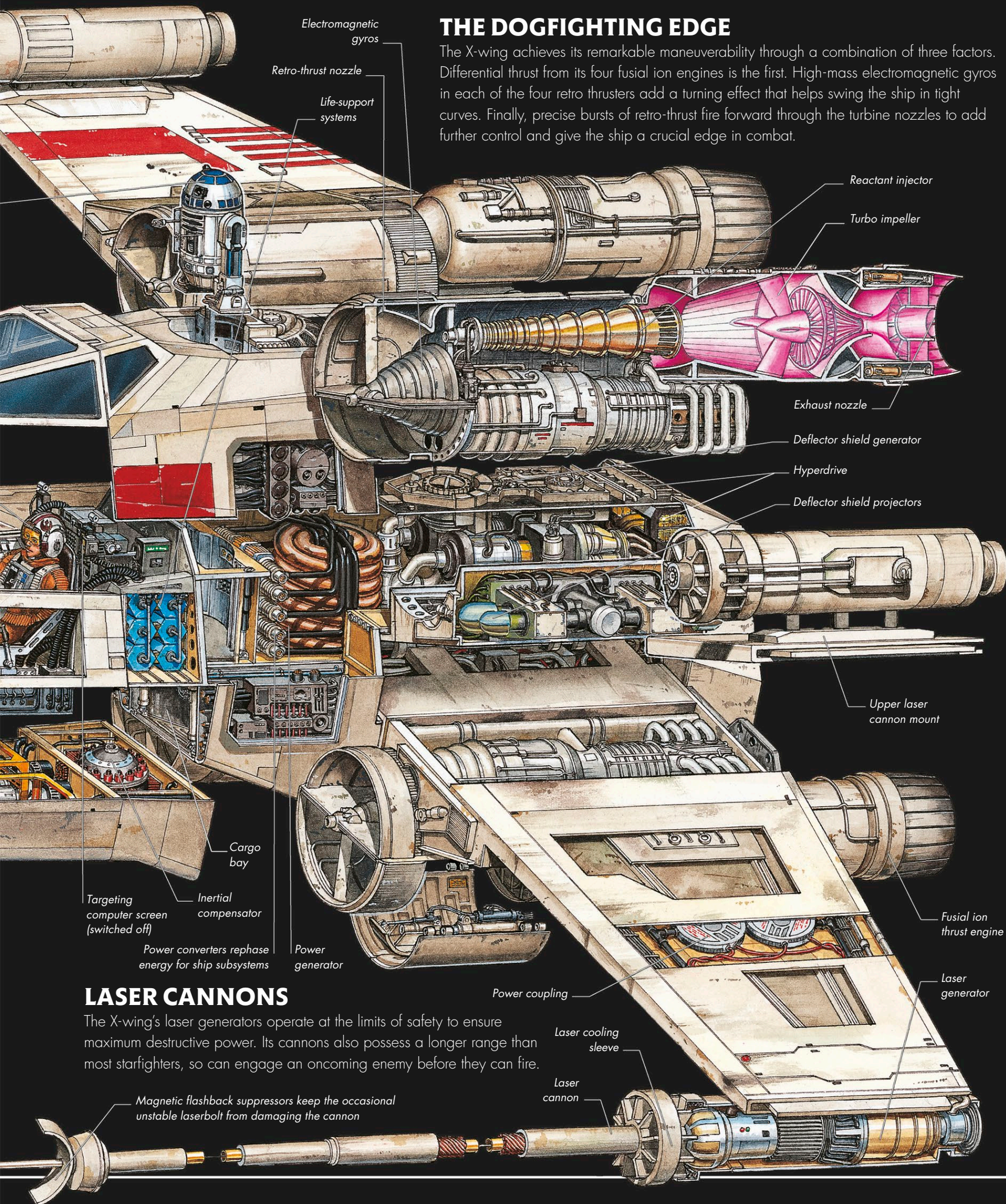


INSIDE THE COCKPIT

The X-wing's highly responsive maneuverability can make it a dangerous craft for new pilots to handle. In addition to the fairly straightforward flight control systems, comprehensive cockpit displays allow the pilot to monitor and control energy distribution throughout the ship's systems.

INDEPENDENT OPERATION

The craft's hyperdrive and its ability to launch and land without special support enable it to operate independently. The X-wing is equipped with life support sufficient for one week in space: air, water, food, and life-process support equipment are packed into the area behind the pilot's seat. When the ship lands, the water and air supply can be replenished and life-support systems partially recharged. A cargo bay carries survival gear for pilots who land in hostile environments.



THE DOGFIGHTING EDGE

The X-wing achieves its remarkable maneuverability through a combination of three factors. Differential thrust from its four fusial ion engines is the first. High-mass electromagnetic gyros in each of the four retro thrusters add a turning effect that helps swing the ship in tight curves. Finally, precise bursts of retro-thrust fire forward through the turbine nozzles to add further control and give the ship a crucial edge in combat.

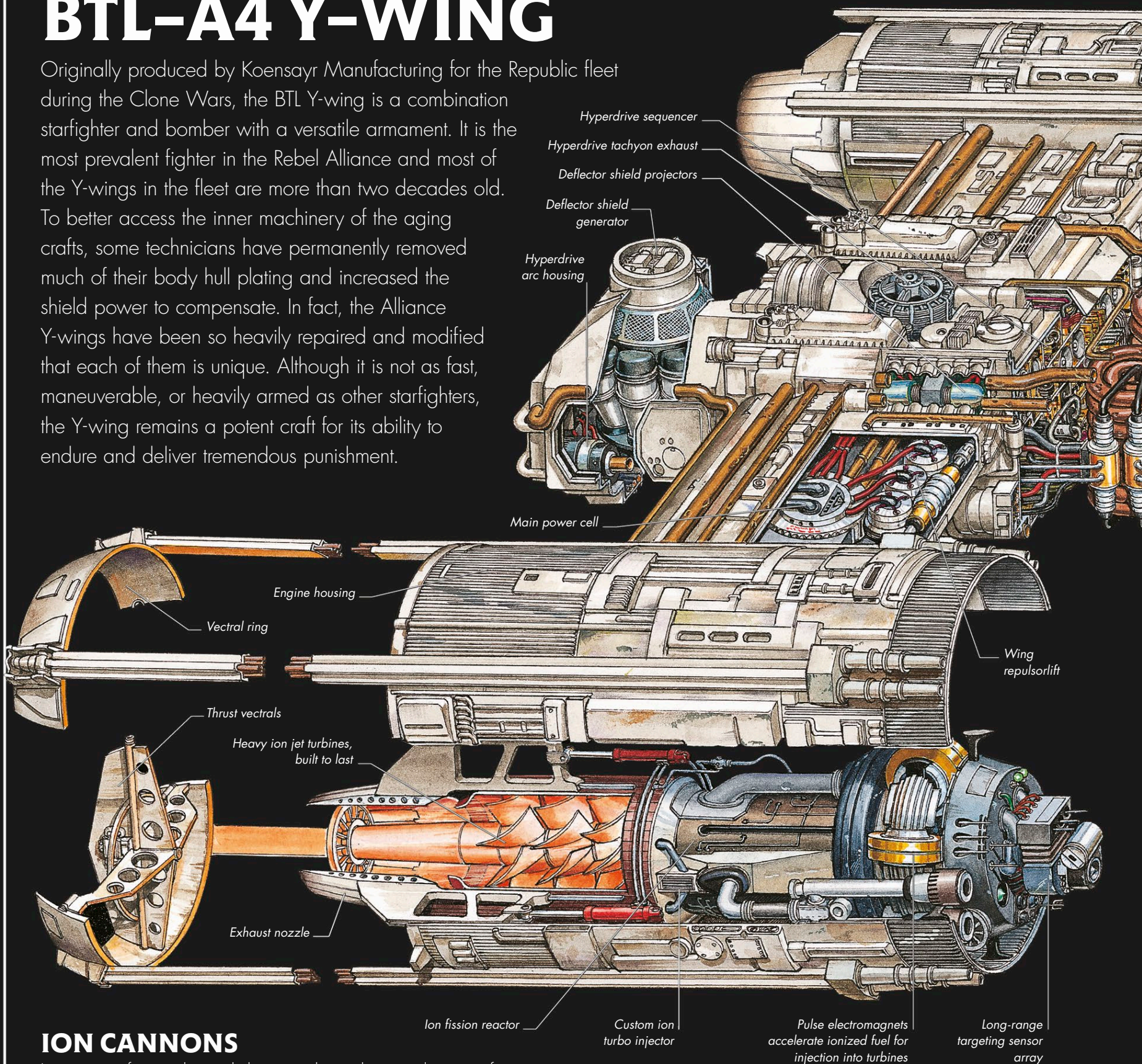
LASER CANNONS

The X-wing's laser generators operate at the limits of safety to ensure maximum destructive power. Its cannons also possess a longer range than most starfighters, so can engage an oncoming enemy before they can fire.

Magnetic flashback suppressors keep the occasional unstable laserbolt from damaging the cannon

BTL-A4 Y-WING

Originally produced by Koensayr Manufacturing for the Republic fleet during the Clone Wars, the BTL Y-wing is a combination starfighter and bomber with a versatile armament. It is the most prevalent fighter in the Rebel Alliance and most of the Y-wings in the fleet are more than two decades old. To better access the inner machinery of the aging crafts, some technicians have permanently removed much of their body hull plating and increased the shield power to compensate. In fact, the Alliance Y-wings have been so heavily repaired and modified that each of them is unique. Although it is not as fast, maneuverable, or heavily armed as other starfighters, the Y-wing remains a potent craft for its ability to endure and deliver tremendous punishment.

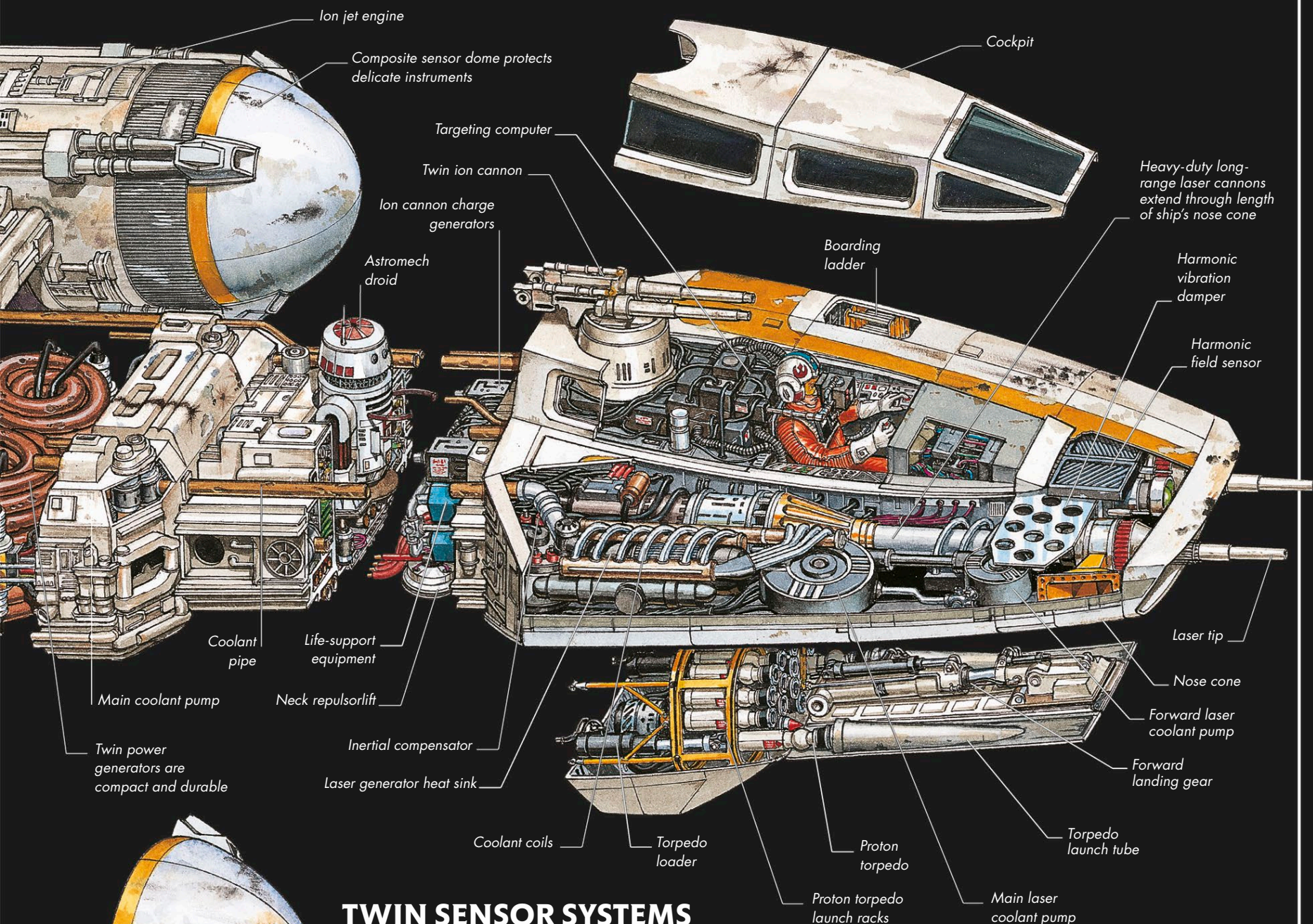


ION CANNONS

Ion cannons fire an electrical charge to disrupt the control circuits of an enemy craft without destroying it. The Y-wing features a twin ion cannon, but it is a notoriously delicate instrument. Its crystal matrix invariably gets vibrated out of alignment in flight and combat, and rebel mechanics hate it for the time they cost in maintenance. For the attack on the Death Star, only two Y-wings in the entire rebel force have functioning twin ion cannons. These prove critically useful, and one of these craft—piloted by Alderaanian Lieutenant Evaa Verlainé—is the only Y-wing to survive the battle.

COOLING SYSTEM

The Y-wing runs very hot for a ship of its size, and employs a complicated cooling system that runs throughout the ship. Parts of this system need maintenance after every flight. Coolant tubes are often jerry-rigged by rebel mechanics when leaks render inaccessible sections frustratingly inoperative.



TWIN SENSOR SYSTEMS

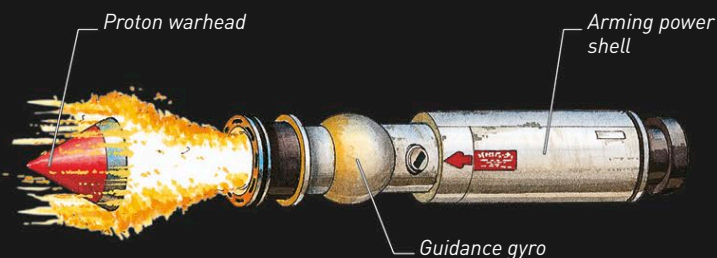
The Y-wing's secondary role as a bomber craft requires a tandem long-range sensor set to provide binocular range-finding. When both sets are working, the Y-wing offers slightly better targeting precision than the X-wing—one reason why Y-wings are the primary attack craft in the Death Star trench.

DATA FILE

- > **MANUFACTURER** Koenigs Manufacturing
- > **MODEL** BTL-A4 Y-wing
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 16 m (52 ft 6 in)
- > **CREW** 1 pilot, 1 astromech
- > **WEAPONS** 2 Taim & Bak KX5 laser cannons, 2 Arakyd Flex Tube proton torpedo launchers (4 torpedoes per launcher), 1 twin ArMek SW-4 light ion cannon
- > **AFFILIATION** Galactic Republic, Rebel Alliance

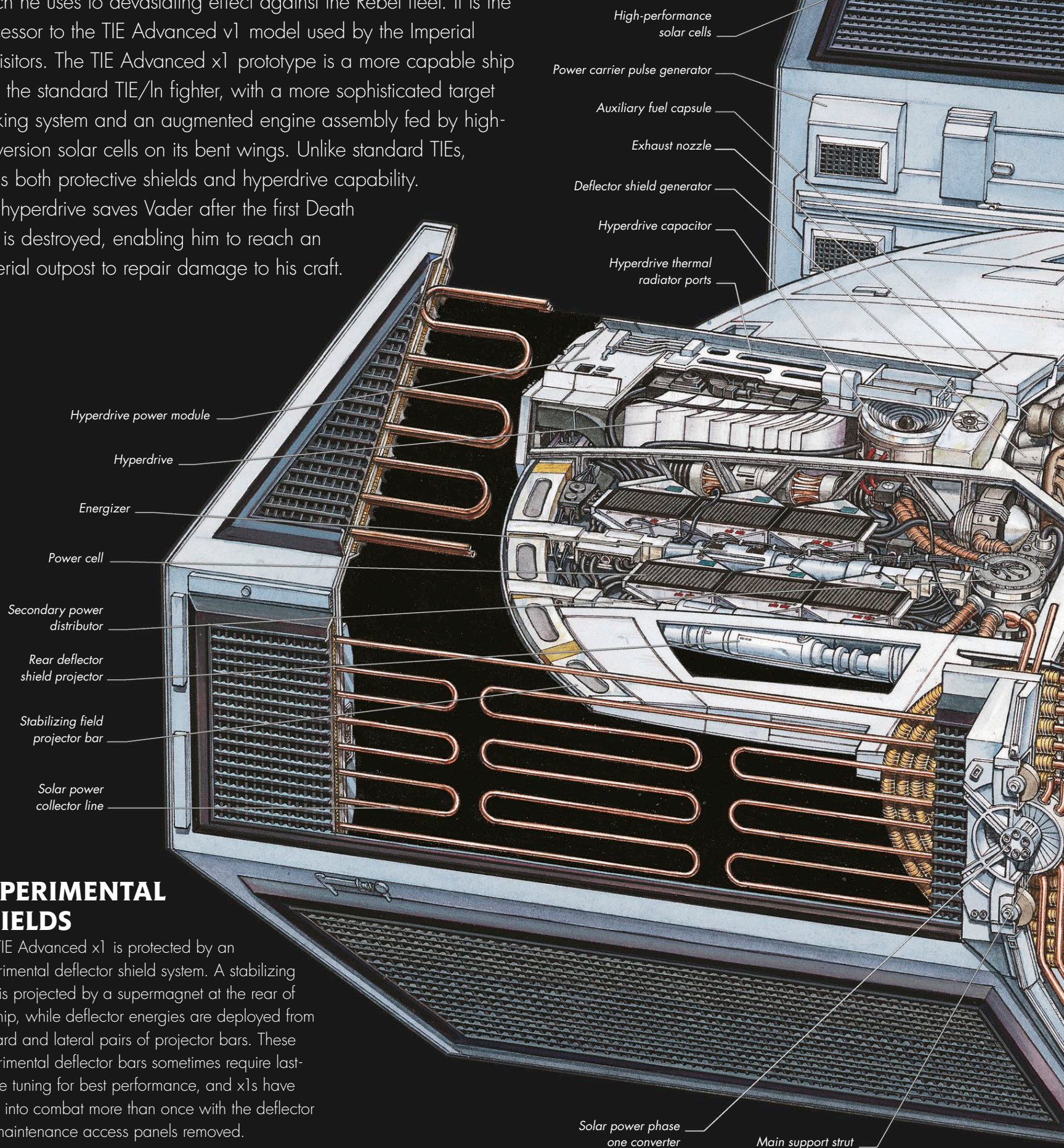
PROTON TORPEDO

Proton torpedoes such as the MG7-As carried by the X-wing and Y-wing are extremely dangerous focused explosives. They are used for critical target destruction or to punch through ray shielding that will deflect laser weapons. Proton torpedoes are very expensive and available to Alliance forces only in limited numbers. Luke Skywalker's Red Five X-wing is equipped with a single pair, which he uses to destroy the Death Star.



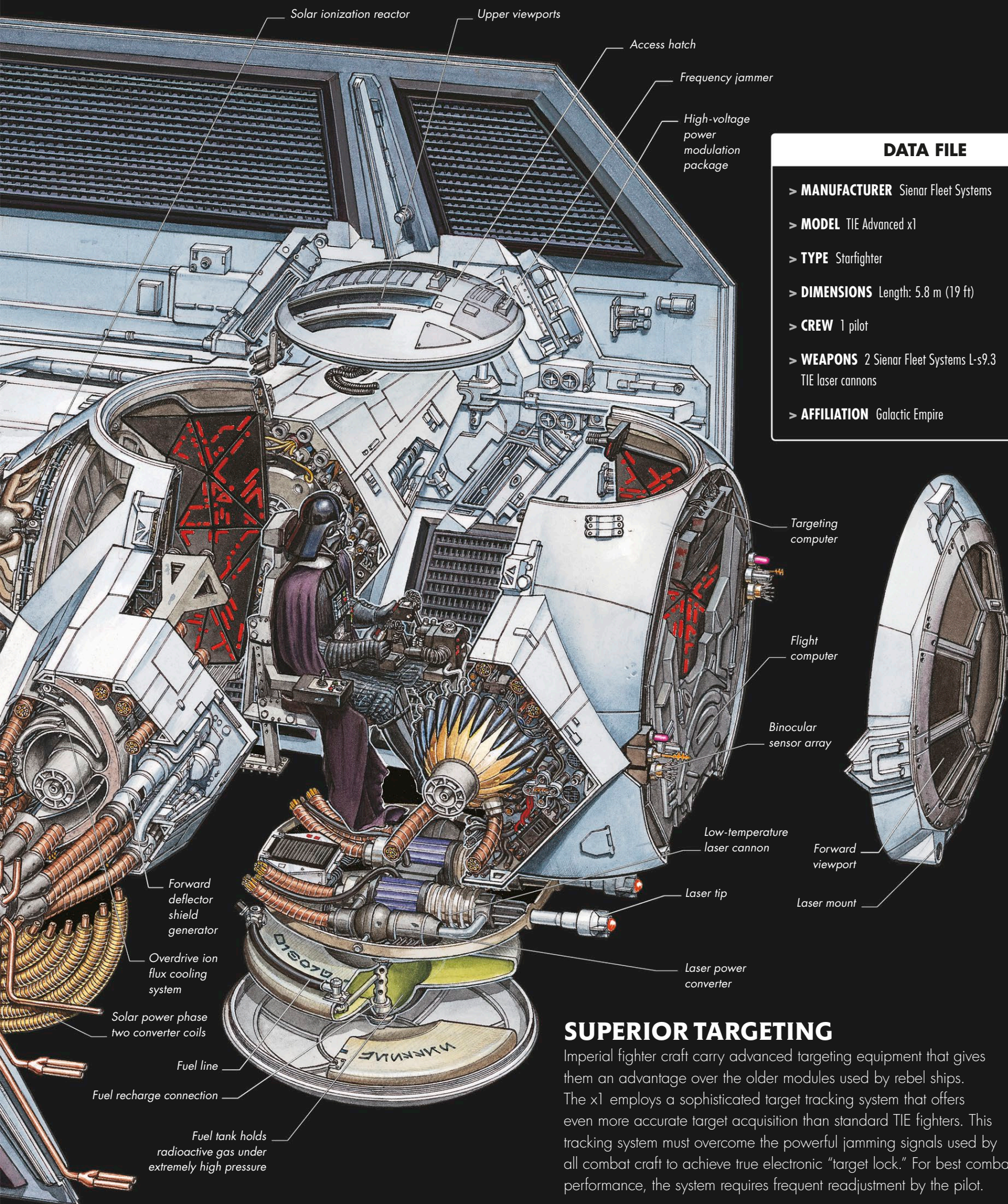
TIE ADVANCED X1

Darth Vader's personal spacecraft is a TIE Advanced x1 prototype, which he uses to devastating effect against the Rebel fleet. It is the successor to the TIE Advanced v1 model used by the Imperial Inquisitors. The TIE Advanced x1 prototype is a more capable ship than the standard TIE/In fighter, with a more sophisticated target tracking system and an augmented engine assembly fed by high-conversion solar cells on its bent wings. Unlike standard TIEs, it has both protective shields and hyperdrive capability. The hyperdrive saves Vader after the first Death Star is destroyed, enabling him to reach an Imperial outpost to repair damage to his craft.



EXPERIMENTAL SHIELDS

The TIE Advanced x1 is protected by an experimental deflector shield system. A stabilizing field is projected by a supermagnet at the rear of the ship, while deflector energies are deployed from forward and lateral pairs of projector bars. These experimental deflector bars sometimes require last-minute tuning for best performance, and x1s have gone into combat more than once with the deflector bar maintenance access panels removed.



DATA FILE

- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** TIE Advanced x1
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 5.8 m (19 ft)
- > **CREW** 1 pilot
- > **WEAPONS** 2 Sienar Fleet Systems L-s9.3
TIE laser cannons
- > **AFFILIATION** Galactic Empire

SUPERIOR TARGETING

Imperial fighter craft carry advanced targeting equipment that gives them an advantage over the older modules used by rebel ships. The x1 employs a sophisticated target tracking system that offers even more accurate target acquisition than standard TIE fighters. This tracking system must overcome the powerful jamming signals used by all combat craft to achieve true electronic "target lock." For best combat performance, the system requires frequent readjustment by the pilot.

ASSAULT CARRIERS

AT-AT walkers can unleash their assault forces in several rapid waves using cables attached to harnesses. Boom racks extend to drop combat troops and equipment over the side. Speeder bikes are deployed using harnesses at the front and back.

Backpack charger
troop bench

High-speed cable winch

Upper deck officer

Extensible
deployment
cable rack

Energizer rods

Fuel cell

Deployment harness

Fuel pump

Up to 40 snowtroopers
awaiting deployment

Atmosphere
intake

Cockpit
access
tube

Blaster
targeting
rangefinder

Targeting computers

Medium blaster cannon

Viewport

Forward
sensors

Class II
heavy laser
cannon

Laser power cell

Deployment
staging
platform

Shock
absorber

Piston drive
pressurizer

Flat plate
piston drive

Knee joint
brake

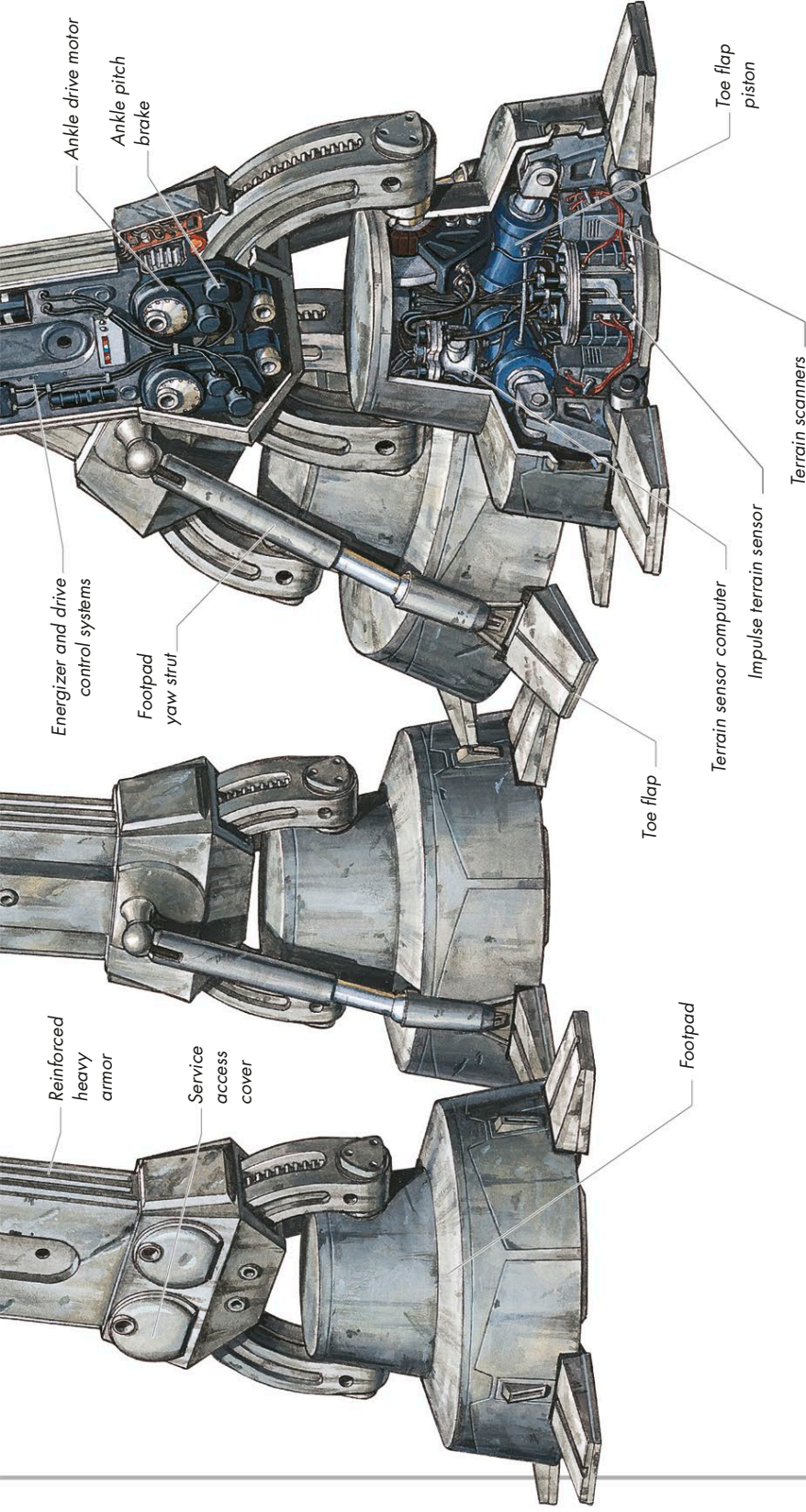
Heavy braces
at these points
lock AT-ATs
into their
landing barges

Knee joint
cover

Speeder bike
garage

DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** AT-AT (All Terrain Armored Transport)
- > **TYPE** Walker
- > **DIMENSIONS** Length: 25.9 m (84 ft 11 in); height: 22.2 m (72 ft 10 in)
- > **CREW** 1 commander, 1 pilot, 1 gunner (plus 40 passengers)
- > **WEAPONS** 2 Taim & Bak MS-1 heavy laser cannons, 2 Taim & Bak FF-4 medium repeating blasters
- > **AFFILIATION** Galactic Empire



ALL-TERRAIN ABILITIES

The thick armor plating of the Imperial walker makes it too heavy for effective repulsorlifts, hence its huge legs for striding over obstacles and rugged terrain. While steep hillsides or deep swamps can thwart the walker's progress, AT-AT pilots can guide the vehicle across surprisingly rugged ground.

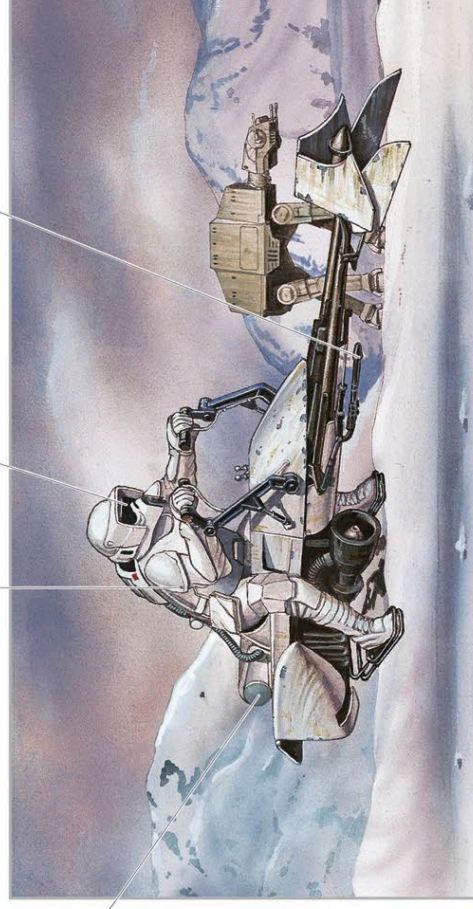


Although rebels manage to down a few AT-ATs, they are soon overwhelmed by the lumbering vehicles' heavy firepower.

AT-AT

Deployed as weapons of terror, the gigantic Imperial All Terrain Armored Transport (AT-AT) walkers advance inexorably on the battlefield like unstoppable giants. These behemoth monsters are shielded with heavy armor cladding, making them invulnerable to all but the heaviest turbolaser weaponry. Blaster bolts from ordinary turrets and cannons merely glance off the walker's armor or are harmlessly absorbed and dissipated. A powerful reactor produces the raw energy needed to move this weighty battle machine. Cannons in the movable cockpit spit death at helpless foes below, cutting a swath of destruction which the mighty footpads then crash through. Breaking enemy lines with its blaster fire and lumbering mass, the walker also functions as a troop carrier, holding in its body platoons of crack assault soldiers, ground weaponry, and up to five speeder bikes. When this cargo of terror is released into the chaos and destruction a walker has created, an Imperial victory is nearly complete.

Scout trooper wearing heated suit
Macrobinoocular viewplate
Antipersonnel pursuit gun
Power/heater pack

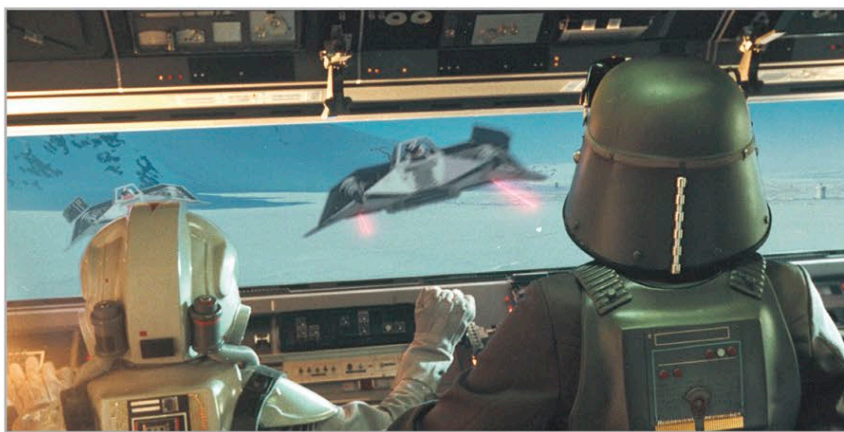
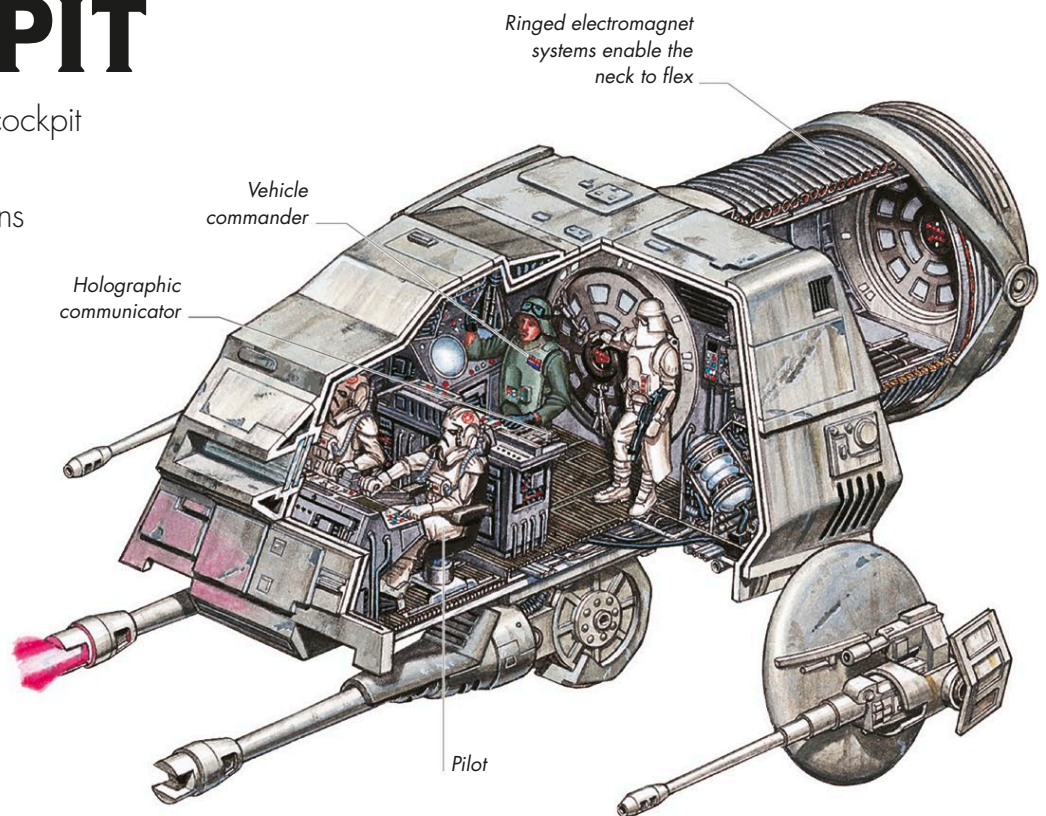


SPEEDER BIKES

AT-AT walkers usually carry a set of high-velocity repulsorlift speeder bikes for scouting or survivor-hunting missions. The speed and agility of these bikes complement the plodding might of the walkers, making the combined assault capability thorough and overwhelming. The colossal size and nightmarish animal resemblance of the AT-AT combine with its combat strengths to give it tremendous psychological power.

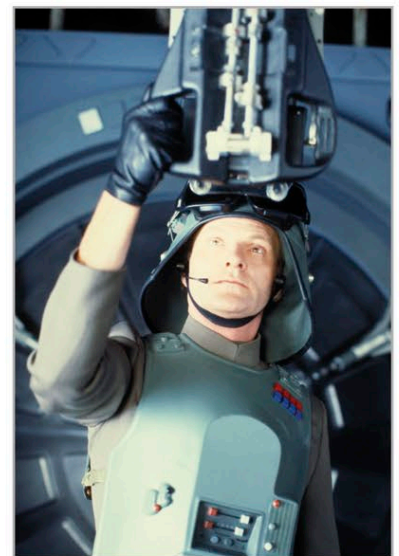
AT-AT COCKPIT

The AT-AT's heavily armored head serves as a cockpit for the two pilots and the vehicle commander. On its exterior are mounted the vehicle's weapons systems. While both pilots are fully qualified to perform all control functions, in normal practice one serves as driver while the other acts as gunner. Firing controls can at any time be yielded to the vehicle commander, who uses a periscope display capable of tactical and photographic readouts. The two pilots are guided by terrain sensors under the cockpit and ground sensors built into the feet of the vehicle. Scans read the nature and shape of the terrain ahead, ensuring infallible footing.



AT-ATs are highly conspicuous on open terrain, however AT-AT armor is nearly impervious to blaster fire, and the crew in the elevated command cockpit have a clear view of obstacles and targets over vast distances.

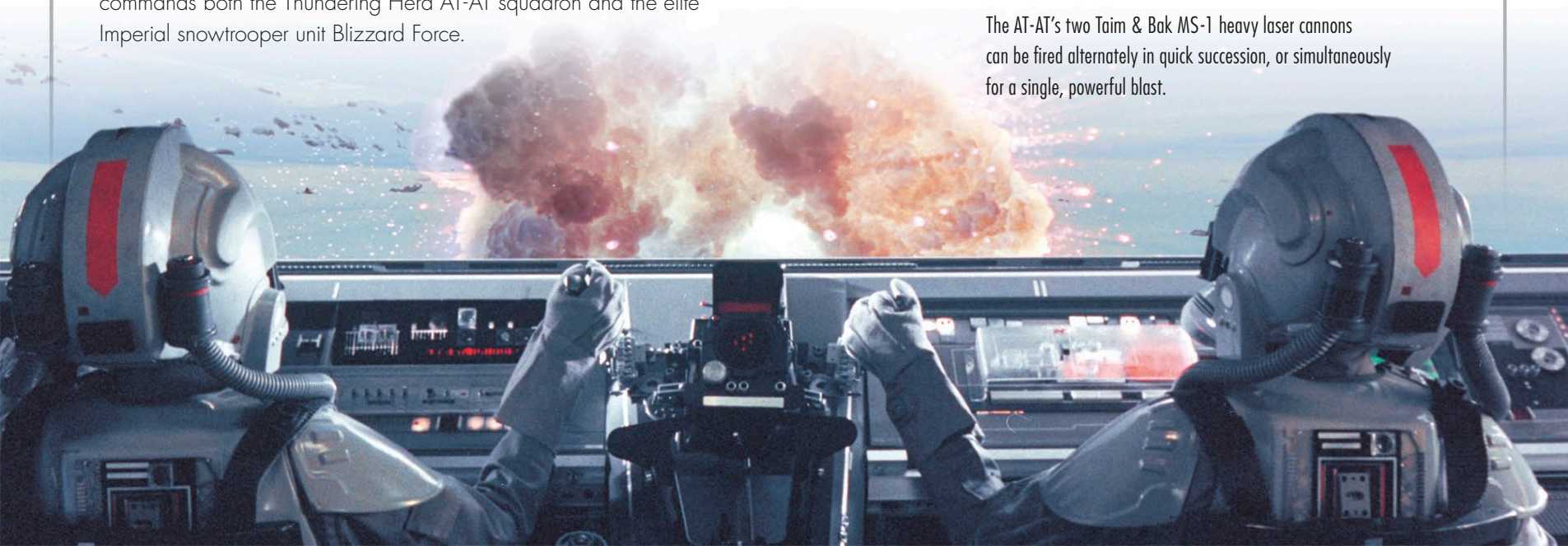
The AT-AT commander uses a periscope display mounted into the cockpit's ceiling, which provides enhanced views of targets, sensor readouts, and tactical data.



ASSAULT ARMOR DIVISION

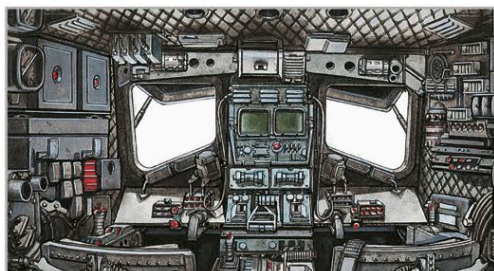
Handpicked by Darth Vader to lead the Imperial Army's Assault Armor Division against the rebel forces on Hoth, General Maximilian Veers commands both the Thundering Herd AT-AT squadron and the elite Imperial snowtrooper unit Blizzard Force.

The AT-AT's two Taim & Bak MS-1 heavy laser cannons can be fired alternately in quick succession, or simultaneously for a single, powerful blast.



AT-ST

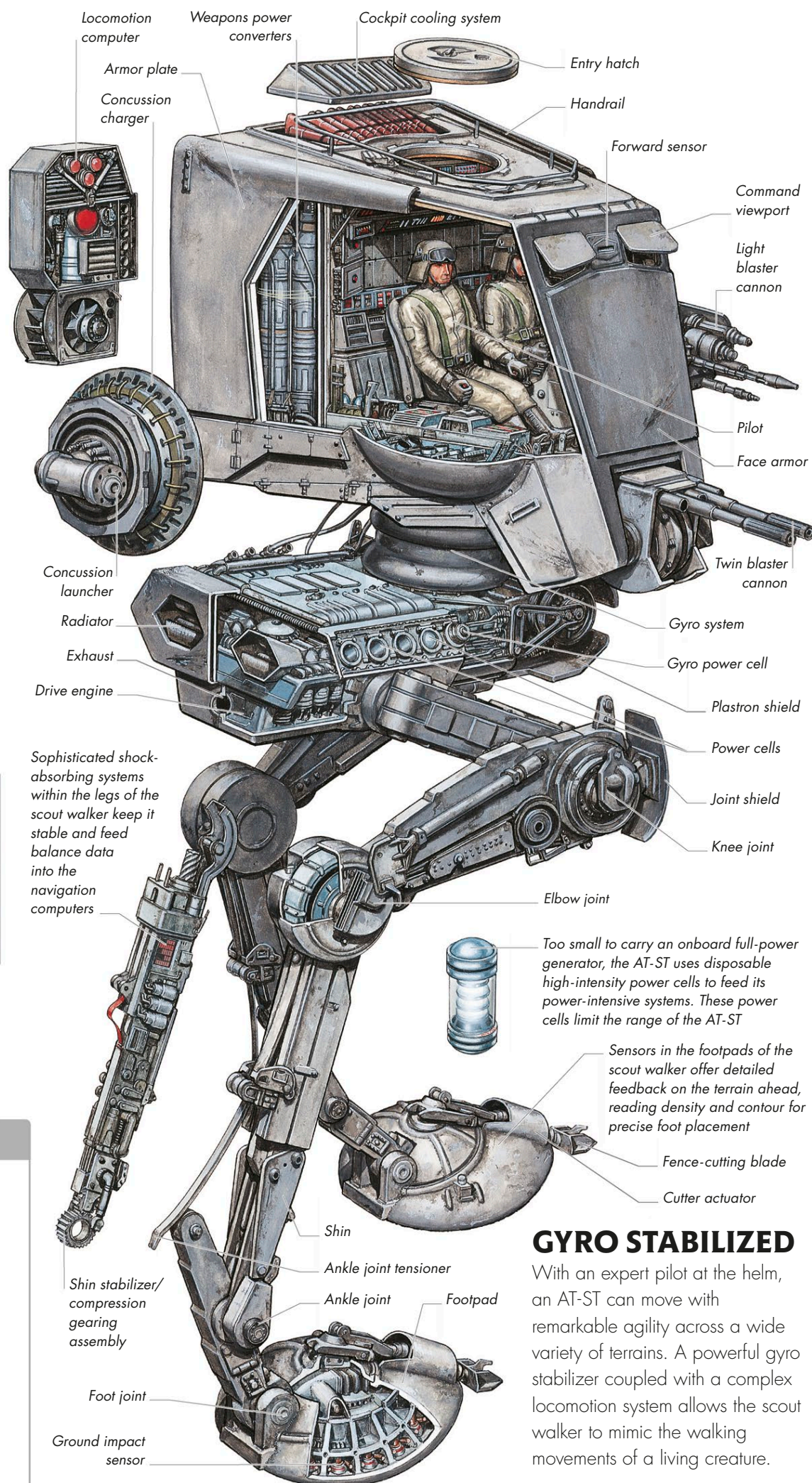
The scout walker, or All Terrain Scout Transport (AT-ST), walks easily through rugged terrain to carry out its missions. Reconnaissance, battle line support, and antipersonnel hunting make excellent use of the craft's armaments and capabilities. Faster than a full-size AT-AT, the scout walker is also able to step through denser terrain with greater ease, traveling through city streets, small canyons, or forests that would stop an AT-AT. While AT-ATs crush main rebel defensive emplacements, AT-STs ferret out small pockets of resistance. Since the scout walker is almost impossible to flee on foot, the sight of patrolling AT-STs strikes fear into isolated ground troops.



Viewscreens and holoprojectors allow AT-ST crew to see ahead and behind simultaneously. While the computer can guide the AT-ST over even ground, an expert human pilot must control the walker when traversing difficult terrain.

DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** AT-ST (All Terrain Scout Transport)
- > **TYPE** Walker
- > **DIMENSIONS** Height: 9.04 m (29 ft 8 in)
- > **CREW** 1 pilot, 1 gunner
- > **WEAPONS** 1 Taim & Bak MS-4 twin blaster cannon, 1 E-web twin light blaster cannon, 1 Dymek DW-3 concussion grenade launcher
- > **AFFILIATION** Galactic Empire



GYRO STABILIZED

With an expert pilot at the helm, an AT-ST can move with remarkable agility across a wide variety of terrains. A powerful gyro stabilizer coupled with a complex locomotion system allows the scout walker to mimic the walking movements of a living creature.

T-47 AIRSPEEDER

Soon after establishing their new secret base on the ice planet Hoth, the rebels acquire a small squadron of Incom T-47 airspeeders to serve as defensive units. These airspeeders had been equipped with power converters and military-grade laser cannons. The intense cold of Hoth initially proves too severe for the T-47s, until rebel technicians modify them to suit their new environment, after which the craft become more commonly known as snowspeeders. Highly maneuverable and fast, these airspeeders seem ideal for the defense of Echo Base.

FROM CIVILIAN TO MILITARY USE

To convert the T-47 civilian airspeeder into a military craft, laser cannon assemblies were bolted to the wings. External power converters and a laser generator system tapped the extra energy of the T-47's powerful generators, and added armor plating strengthened the craft's hull. The result is a short-range attack craft of exceptionally high maneuverability. The rebel snowspeeder's civilian origins and small size explain its lack of defensive shields. In battle, the craft relies on its speed and agility to evade laser blasts.



Luke Skywalker devises the unorthodox strategy of attacking Imperial walkers with the snowspeeder's tow cable, designed for retrieving and hauling cargo sleds. Entangling the legs of the walker immobilizes and trips the giant assault vehicle, a victory for determination and bravery over raw strength.

Collimating tip

Targeting sensors

Homing sensors

Armor plate

Laser barrel

Polarized view screen

Pilot

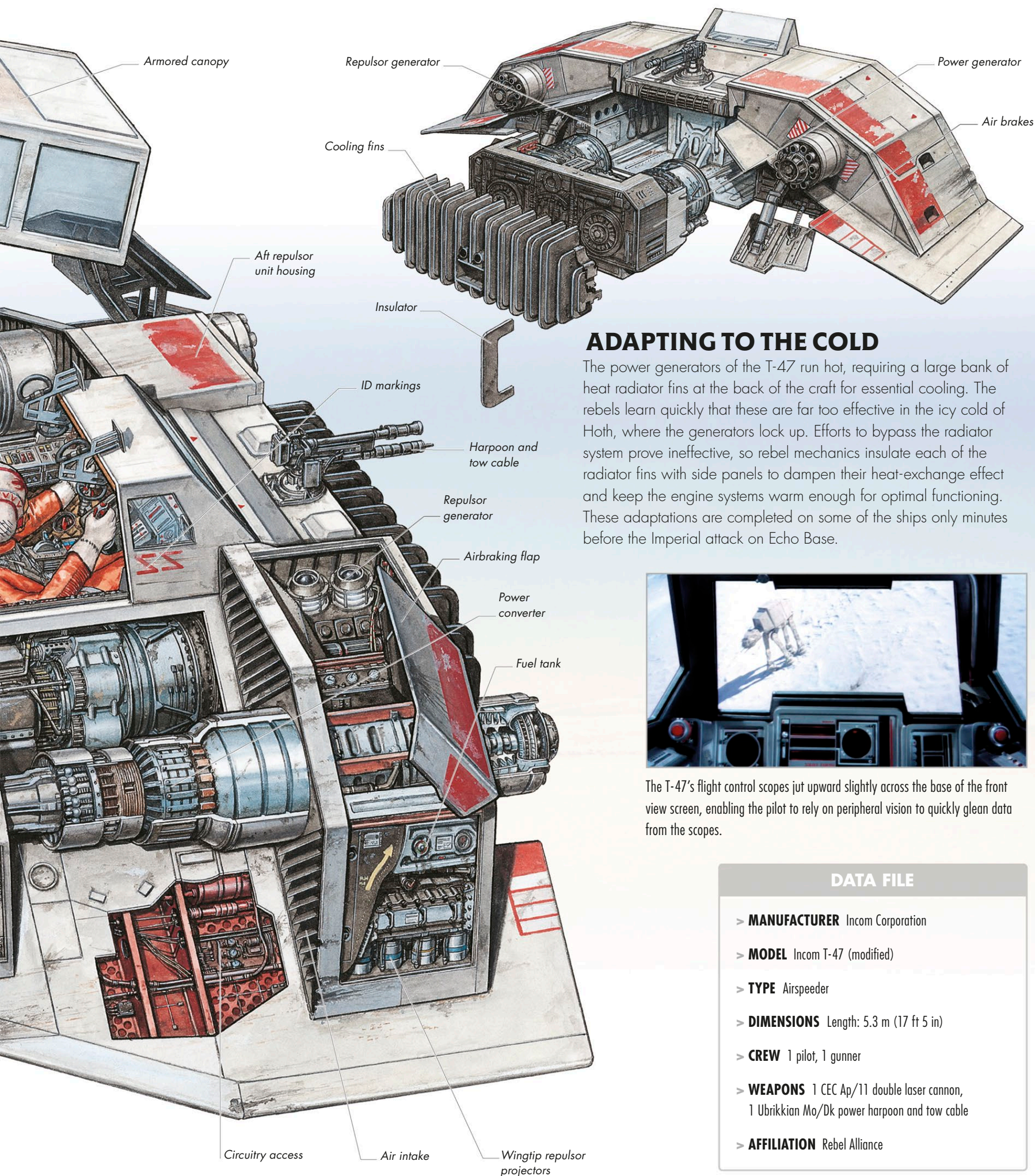
Gunner

Final stage energizer

Laser generator

Power coupling

Laser activator



ADAPTING TO THE COLD

The power generators of the T-47 run hot, requiring a large bank of heat radiator fins at the back of the craft for essential cooling. The rebels learn quickly that these are far too effective in the icy cold of Hoth, where the generators lock up. Efforts to bypass the radiator system prove ineffective, so rebel mechanics insulate each of the radiator fins with side panels to dampen their heat-exchange effect and keep the engine systems warm enough for optimal functioning. These adaptations are completed on some of the ships only minutes before the Imperial attack on Echo Base.



The T-47's flight control scopes jut upward slightly across the base of the front view screen, enabling the pilot to rely on peripheral vision to quickly glean data from the scopes.

DATA FILE

- > **MANUFACTURER** Incom Corporation
- > **MODEL** Incom T-47 (modified)
- > **TYPE** Airspeeder
- > **DIMENSIONS** Length: 5.3 m (17 ft 5 in)
- > **CREW** 1 pilot, 1 gunner
- > **WEAPONS** 1 CEC Ap/11 double laser cannon, 1 Ubrikkian Mo/Dk power harpoon and tow cable
- > **AFFILIATION** Rebel Alliance

TIE BOMBER

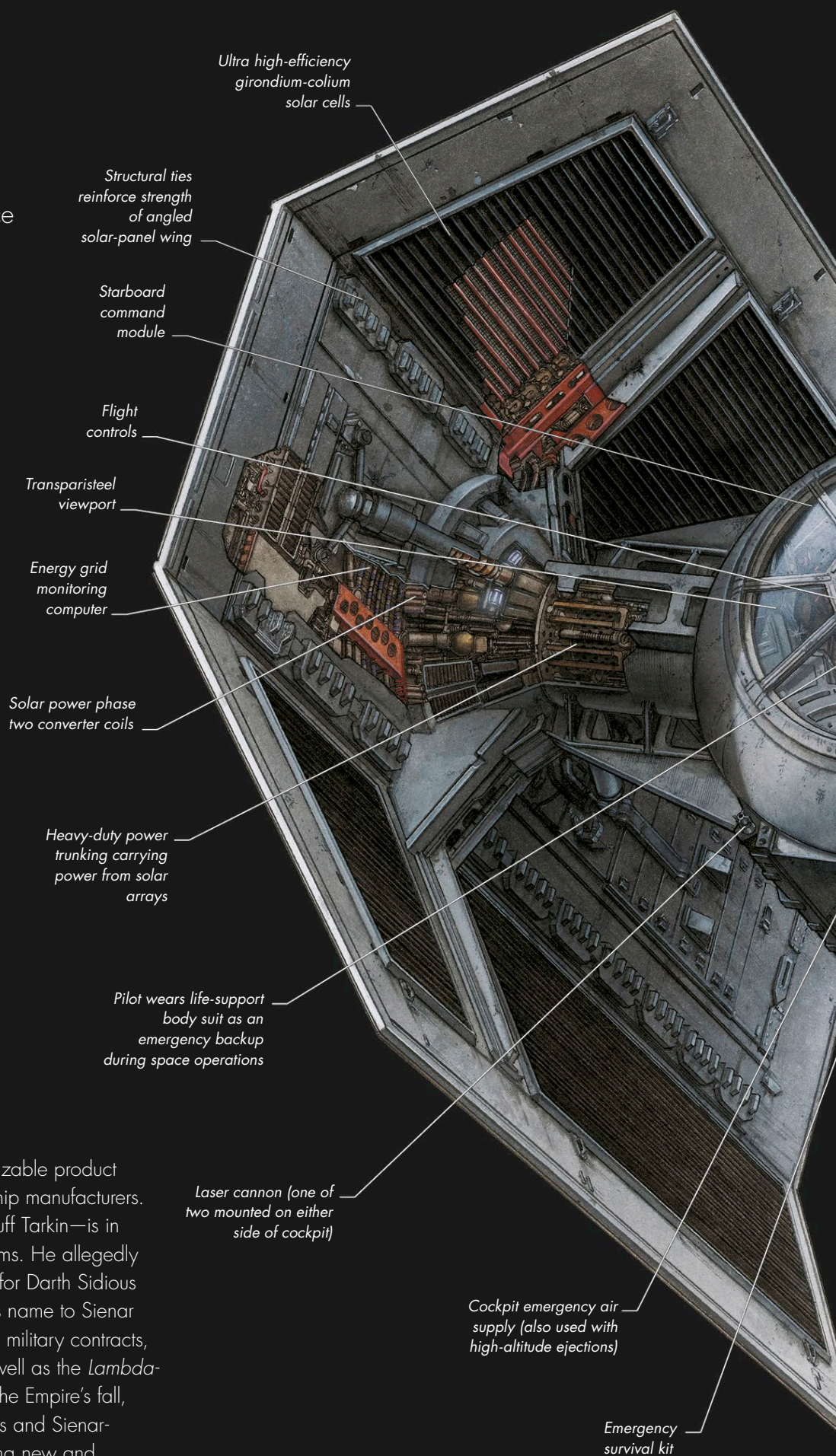
Derived from the TIE boarding craft of the TIE starfighter family, the TIE bomber is designed to take over the task of orbital bombardment from the Empire's capital ships. With its massive ordnance capacity, this formidable assault ship can be deployed against ground- and space-based targets, delivering its lethal load with pinpoint accuracy. The craft's precision targeting is an important capability—where capital ship bombardment often results in extensive collateral damage, the TIE bomber's ability to make "surgical strikes" enables specific targets to be taken out while leaving surrounding facilities intact.

DATA FILE

- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** TIE/sa
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 7.8 m (25 ft 7 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 SFS L-s1 laser cannons, SFS M-s3 concussion missiles, ArmaTek SJ-62/68 orbital mines, ArmaTek VL-61/79 proton bombs
- > **AFFILIATION** Galactic Empire

THE TIE COMPANY

The TIE family of Imperial warcraft is probably the most recognizable product of Sienar Fleet Systems, one of the Empire's major military starship manufacturers. During the Republic's final days, Raith Sienar—a friend of Wlilhuff Tarkin—is in charge of the company, originally called Republic Sienar Systems. He allegedly constructs a range of top-secret vessels, including the *Scimitar*, for Darth Sidious himself. During the time of the Empire, the company changes its name to Sienar Fleet Systems (SFS). Raith's Imperial connections secure lucrative military contracts, including the manufacture of a large range of TIE-line craft as well as the *Lambda*-class shuttle and the *Interdictor*-class Star Destroyer. Following the Empire's fall, the company splits into two entities, Sienar-Jaemus Fleet Systems and Sienar-Jaemus Army Systems. These companies construct craft, including new and advanced TIE models, for the First Order.

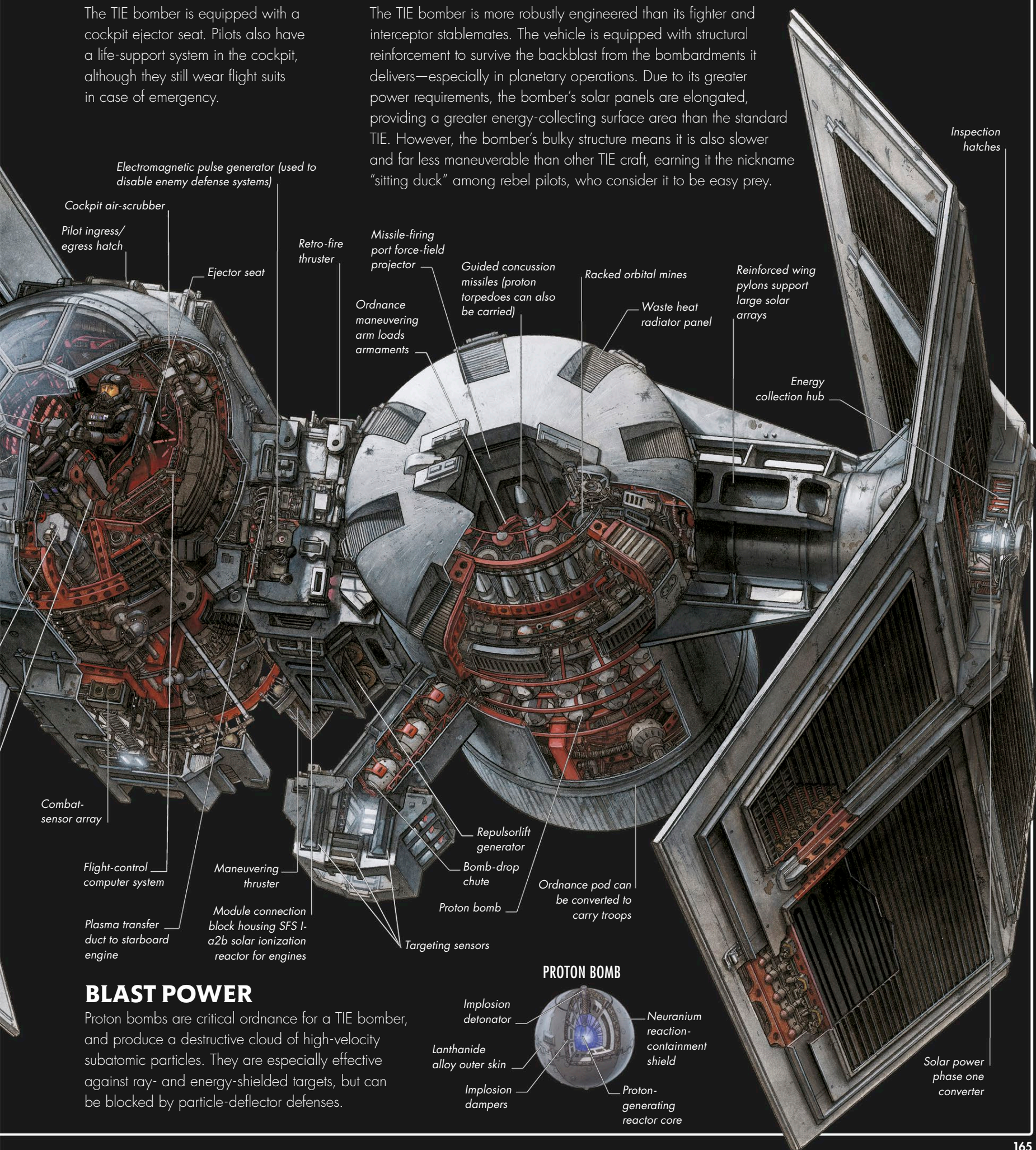


PILOT SURVIVAL

The TIE bomber is equipped with a cockpit ejector seat. Pilots also have a life-support system in the cockpit, although they still wear flight suits in case of emergency.

SITTING DUCK

The TIE bomber is more robustly engineered than its fighter and interceptor stablemates. The vehicle is equipped with structural reinforcement to survive the backblast from the bombardments it delivers—especially in planetary operations. Due to its greater power requirements, the bomber's solar panels are elongated, providing a greater energy-collecting surface area than the standard TIE. However, the bomber's bulky structure means it is also slower and far less maneuverable than other TIE craft, earning it the nickname "sitting duck" among rebel pilots, who consider it to be easy prey.



BLAST POWER

Proton bombs are critical ordnance for a TIE bomber, and produce a destructive cloud of high-velocity subatomic particles. They are especially effective against ray- and energy-shielded targets, but can be blocked by particle-deflector defenses.

TIE INTERCEPTOR

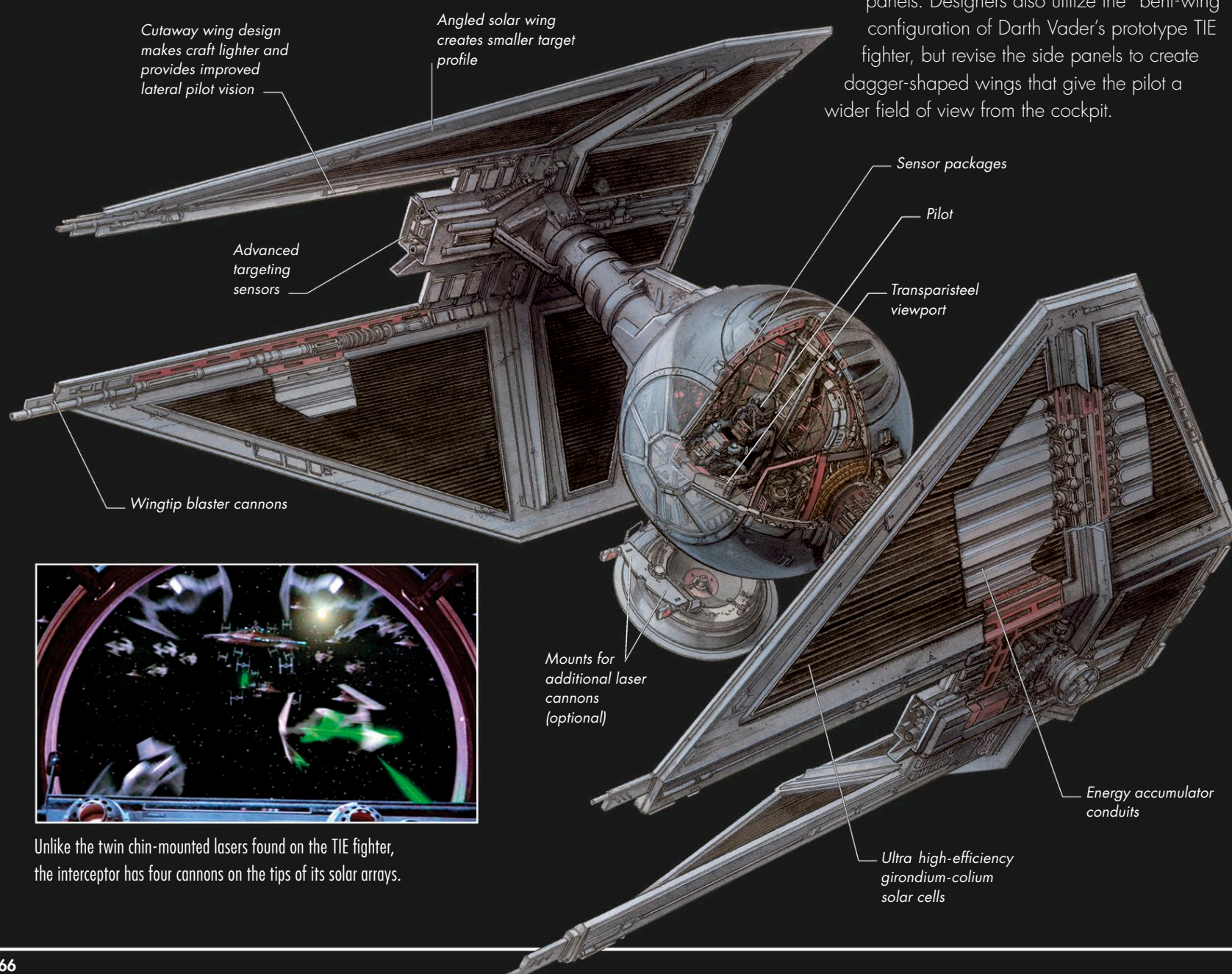
Fortunately for the rebels, Darth Vader's TIE Advanced x1 prototype proves too expensive for full-scale production. However, its high-performance solar cells and bent-wing configuration survive in the form of the TIE interceptor—one of the most advanced starfighters produced for the Imperial Navy. Equipped with upgraded ion engines and four blaster cannons, the TIE interceptor is faster, more maneuverable, and better armed than most of its predecessors; it is only surpassed by the prototype TIE defender that never entered mass production. To achieve its increased performance, the craft sacrifices armor, deflector shields, and hyperdrive systems: pilots must rely on their skills and superior numbers to survive.

DATA FILE

- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** TIE interceptor
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 7.7 m (25 ft 3 in)
- > **CREW** 1 pilot
- > **WEAPONS** 4 Sienar Fleet Systems L-s9.3 laser cannons
- > **AFFILIATION** Galactic Empire

INNOVATIVE DESIGN

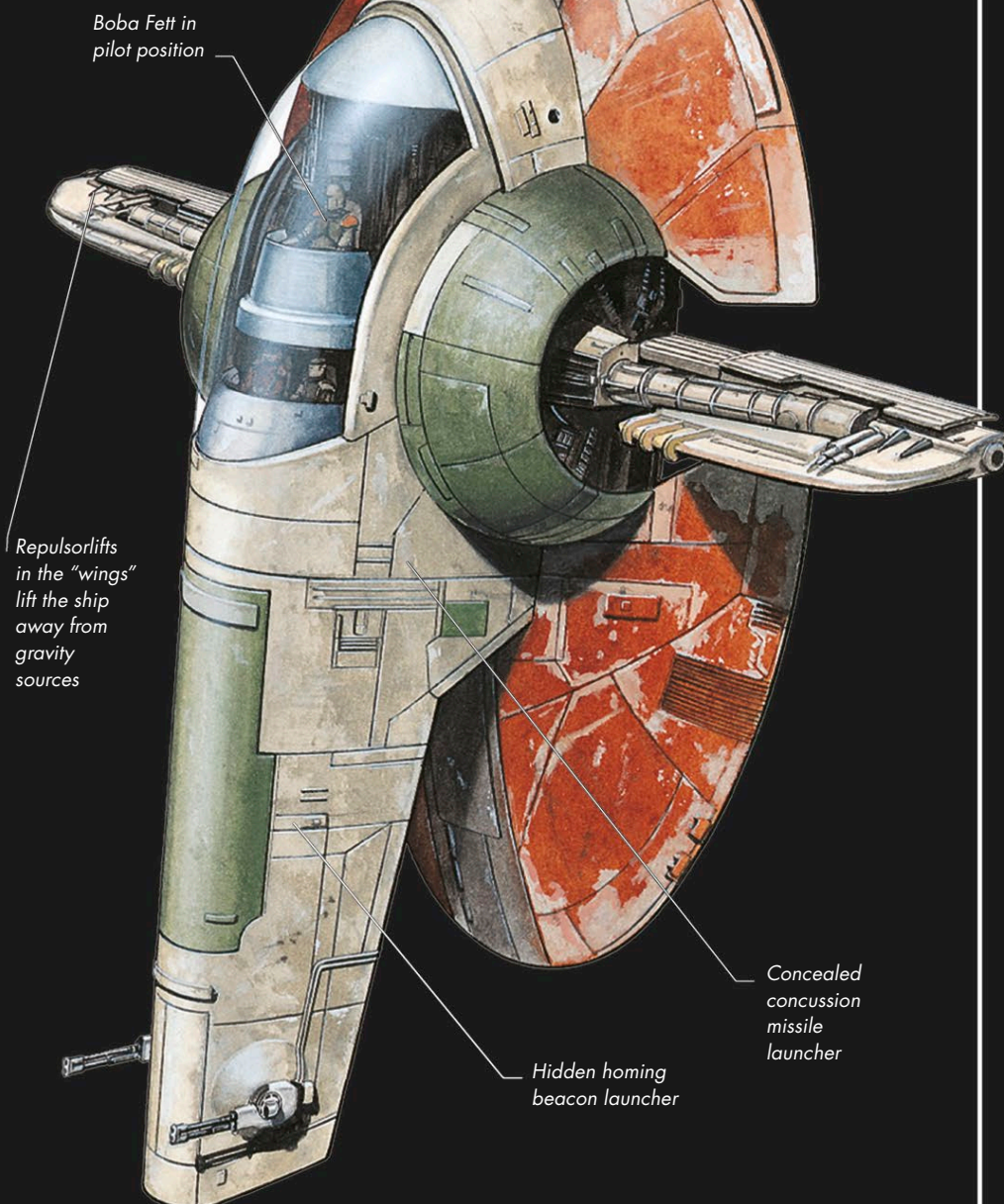
To maximize speed for the TIE interceptor, Imperial designers enlarge the size of the standard twin ion engines and provide the necessary additional power input by increasing the size of the solar panels. Designers also utilize the "bent-wing" configuration of Darth Vader's prototype TIE fighter, but revise the side panels to create dagger-shaped wings that give the pilot a wider field of view from the cockpit.



Unlike the twin chin-mounted lasers found on the TIE fighter, the interceptor has four cannons on the tips of its solar arrays.

LEGACY OF A BOUNTY HUNTER

After the bounty hunter Jango Fett dies at the Battle of Geonosis, his son, Boba, flees in his father's ship, *Slave I*, and begins plotting his revenge. He also starts working as a bounty hunter, and uses his profits to maintain and refurbish *Slave I*. Despite his youth and limited experience, Boba becomes the leader of a group of hunters, most of whom are more than twice his age. By the end of the Clone Wars, he gains a professional reputation in his own right.



FLIGHT ATTITUDE

For maximum pilot visibility and most effective weapons use, *Slave I* flies in a vertical attitude. The unusual configuration requires unorthodox piloting skills, which Boba Fett learned at an early age by watching his father, Jango. *Slave I* is built more for stealth, defense, and attack than for speed, but with maximum power diverted to the main drives the ship can match the space velocities of a Y-wing starfighter.

Slave I's sensor-jamming and masking system originated as a highly classified experimental project for the Imperial Navy, and enables Fett to closely pursue other ships across space while remaining invisible on their sensors.



BOBA FETT'S SLAVE I

Boba Fett's starship was already heavily modified to suit the needs of a professional bounty hunter when he inherited the vessel from his father, Jango Fett. However, Boba undertook additional upgrades of his own. *Slave I* is crammed tight with auxiliary sensor systems of every kind, heavy-duty shield generators, and several added weapons systems. A stolen military secret sensor-jamming and masking device enables *Slave I* to disappear from most scanning systems. Its manifold capabilities make it one of Boba Fett's most dangerous assets as he tracks his quarry across the galaxy.

As *Slave I* comes in to land, the cockpit capsule rotates to keep Boba Fett and any passengers upright

Sensor array
Flight computers

Pilot's seat

Tracking system monitor

Cockpit energy shield

Power cell monitors

Cargo hold

Sensor-jamming unit

Fuel monitors

Fuel baffles

Tachyon emission detector

Communications monitor

Passive long-range sensor bands

Interference shielding

High-power rectenna

Receptor boost energizer

Magnetic tuning antenna

Main engine

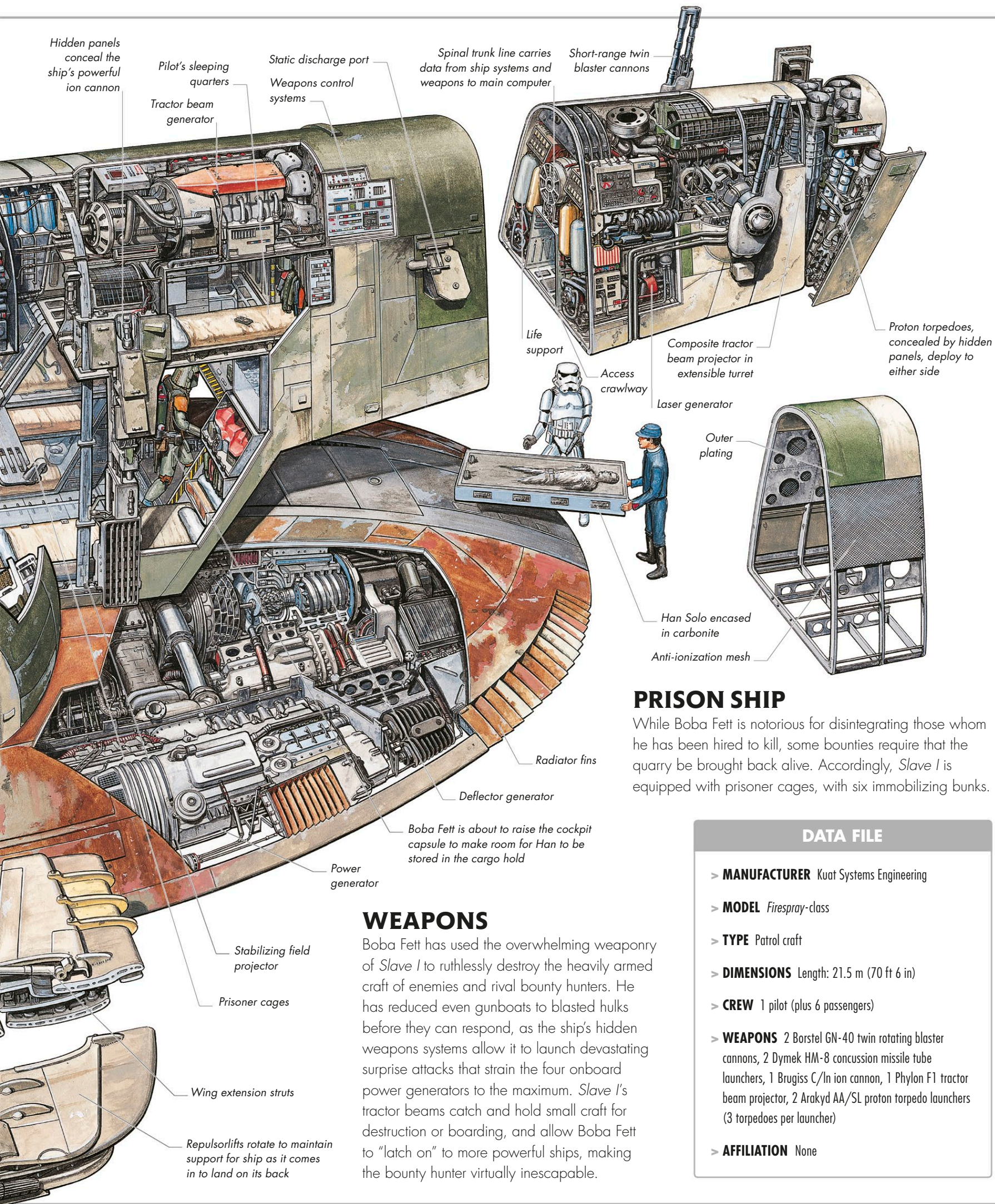
Power generator

Passenger seat

Dymek concussion missiles are used to disable opponents' shield generators

DECEIVING DESIGN

Slave I hides most of its weapons to appear lightly armed, exposing only its short-range twin blaster cannons. Many opponents underestimate *Slave I* until it is too late.



PRISON SHIP

While Boba Fett is notorious for disintegrating those whom he has been hired to kill, some bounties require that the quarry be brought back alive. Accordingly, *Slave I* is equipped with prisoner cages, with six immobilizing bunks.

DATA FILE

- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** Firespray-class
- > **TYPE** Patrol craft
- > **DIMENSIONS** Length: 21.5 m (70 ft 6 in)
- > **CREW** 1 pilot (plus 6 passengers)
- > **WEAPONS** 2 Borstel GN-40 twin rotating blaster cannons, 2 Dymek HM-8 concussion missile tube launchers, 1 Brugiss C/In ion cannon, 1 Phylon F1 tractor beam projector, 2 Arakyd AA/SL proton torpedo launchers (3 torpedoes per launcher)
- > **AFFILIATION** None

WEAPONS

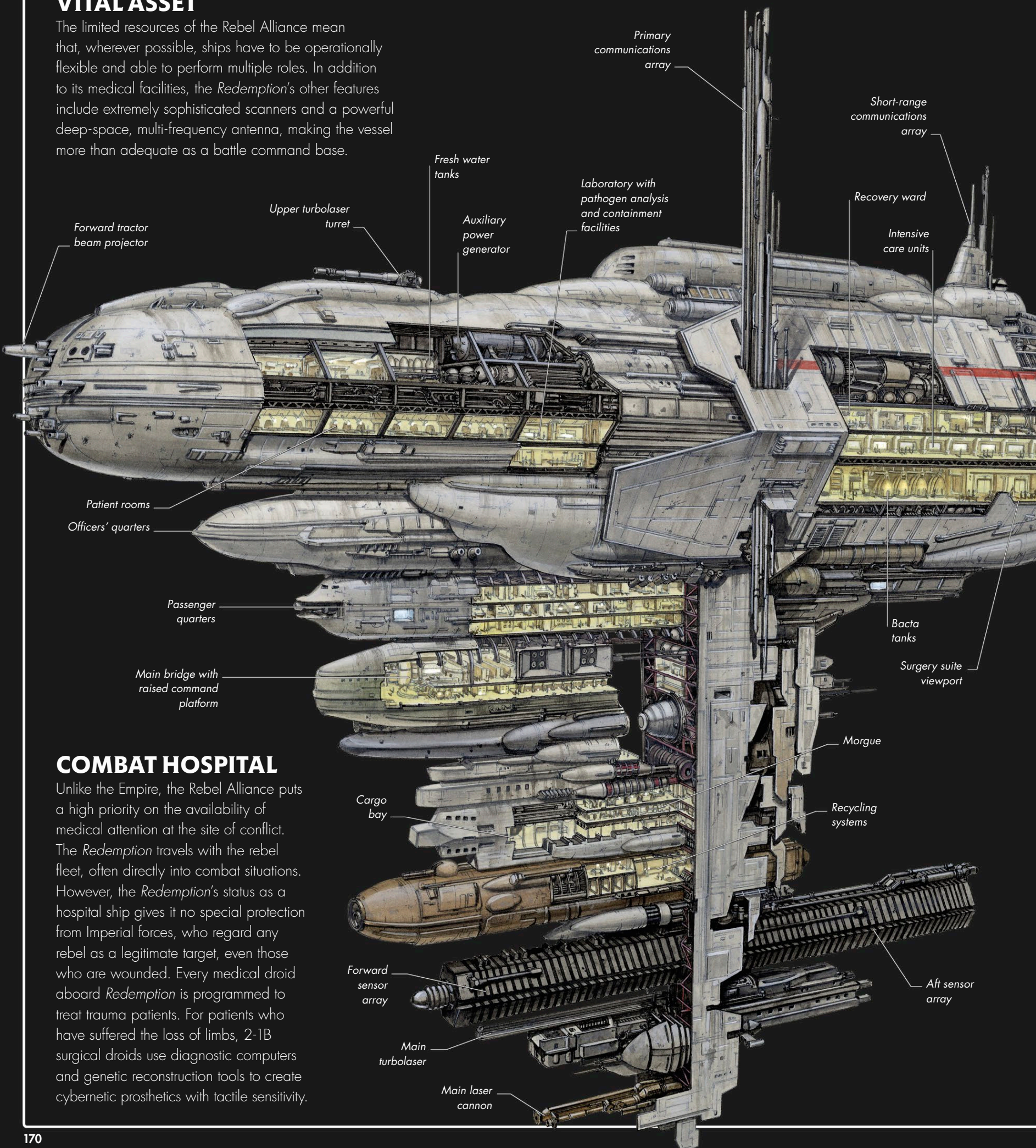
Boba Fett has used the overwhelming weaponry of *Slave I* to ruthlessly destroy the heavily armed craft of enemies and rival bounty hunters. He has reduced even gunboats to blasted hulks before they can respond, as the ship's hidden weapons systems allow it to launch devastating surprise attacks that strain the four onboard power generators to the maximum. *Slave I*'s tractor beams catch and hold small craft for destruction or boarding, and allow Boba Fett to "latch on" to more powerful ships, making the bounty hunter virtually inescapable.

VITAL ASSET

The limited resources of the Rebel Alliance mean that, wherever possible, ships have to be operationally flexible and able to perform multiple roles. In addition to its medical facilities, the *Redemption's* other features include extremely sophisticated scanners and a powerful deep-space, multi-frequency antenna, making the vessel more than adequate as a battle command base.

COMBAT HOSPITAL

Unlike the Empire, the Rebel Alliance puts a high priority on the availability of medical attention at the site of conflict. The *Redemption* travels with the rebel fleet, often directly into combat situations. However, the *Redemption's* status as a hospital ship gives it no special protection from Imperial forces, who regard any rebel as a legitimate target, even those who are wounded. Every medical droid aboard *Redemption* is programmed to treat trauma patients. For patients who have suffered the loss of limbs, 2-1B surgical droids use diagnostic computers and genetic reconstruction tools to create cybernetic prosthetics with tactile sensitivity.

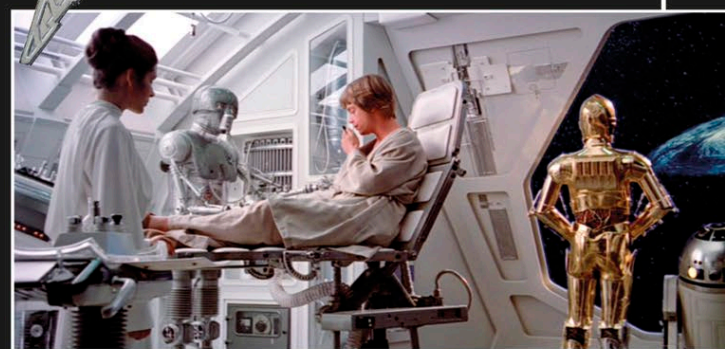
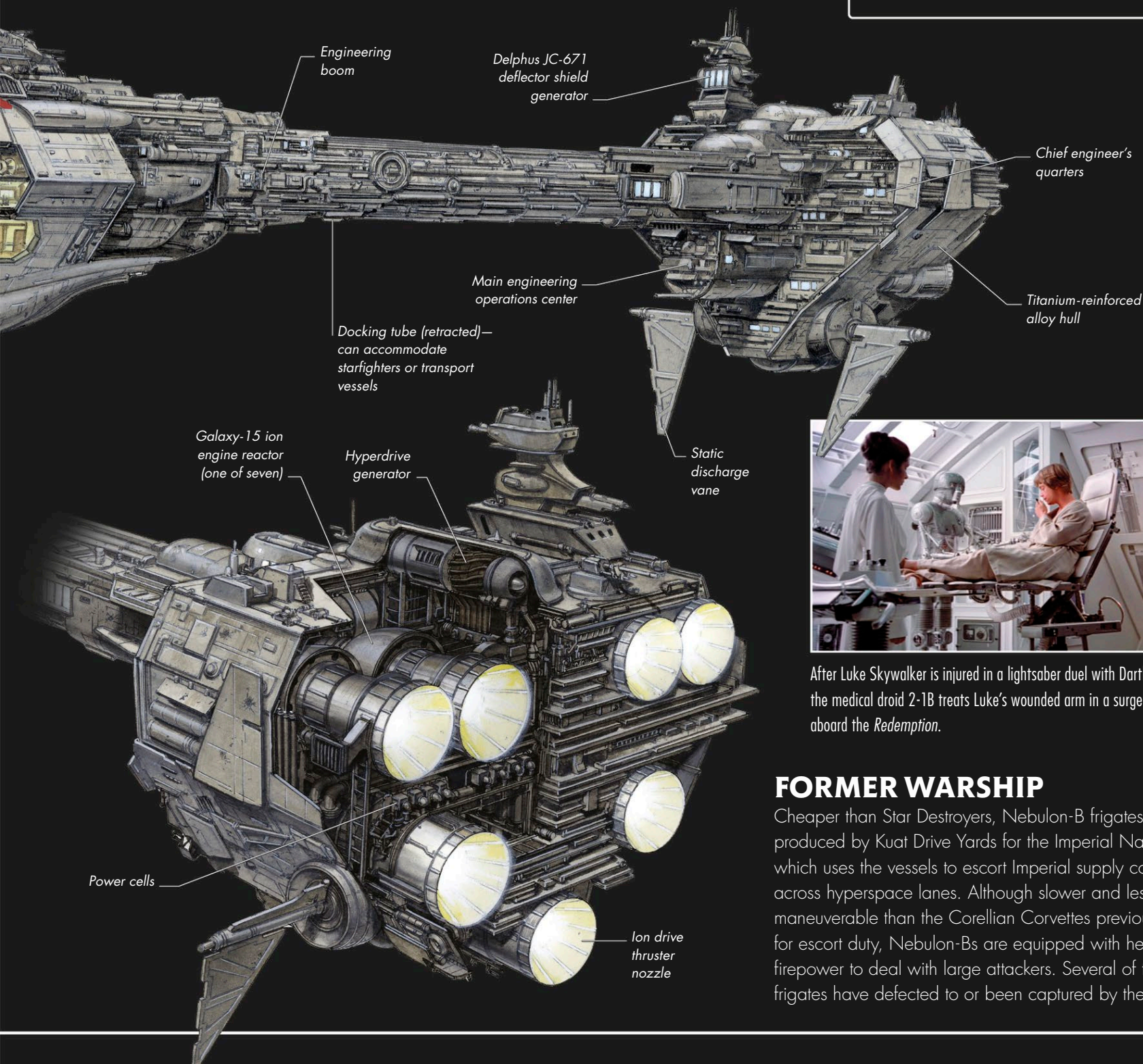


REDEMPTION

The Alliance owns a number of EF76 Nebulon-B escort frigates and has adapted them for a range of uses, including reconnaissance missions and search-and-rescue operations. The *Redemption* is a hospital ship, and most of its weapons have been replaced with backup systems for power generators and shield projectors. The frigate's standard starfighter launch bay configuration is now a hospital facility that can treat more than 700 patients simultaneously. Equipped with intensive care units, operating theaters, recovery wards, numerous medical droids, and 16 bacta tanks, the ship's patient survival rate is nearly 98 percent.

DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** EF76 Nebulon-B (modified)
- > **TYPE** Frigate
- > **DIMENSIONS** Length: 300 m (984 ft 3 in)
- > **CREW** 77 officers, 773 enlisted crew, 80 medical personnel (plus up to 745 patients)
- > **WEAPONS** 6 Taim & Bak XI 7 turbolasers, 8 Borstel RH8 laser cannons, 2 Phylon Q7 tractor beam projectors
- > **AFFILIATION** Rebel Alliance



After Luke Skywalker is injured in a lightsaber duel with Darth Vader, the medical droid 2-1B treats Luke's wounded arm in a surgery suite aboard the *Redemption*.

FORMER WARSHIP

Cheaper than Star Destroyers, Nebulon-B frigates are produced by Kuat Drive Yards for the Imperial Navy, which uses the vessels to escort Imperial supply convoys across hyperspace lanes. Although slower and less maneuverable than the Corellian Corvettes previously used for escort duty, Nebulon-Bs are equipped with heavy firepower to deal with large attackers. Several of these frigates have defected to or been captured by the rebels.

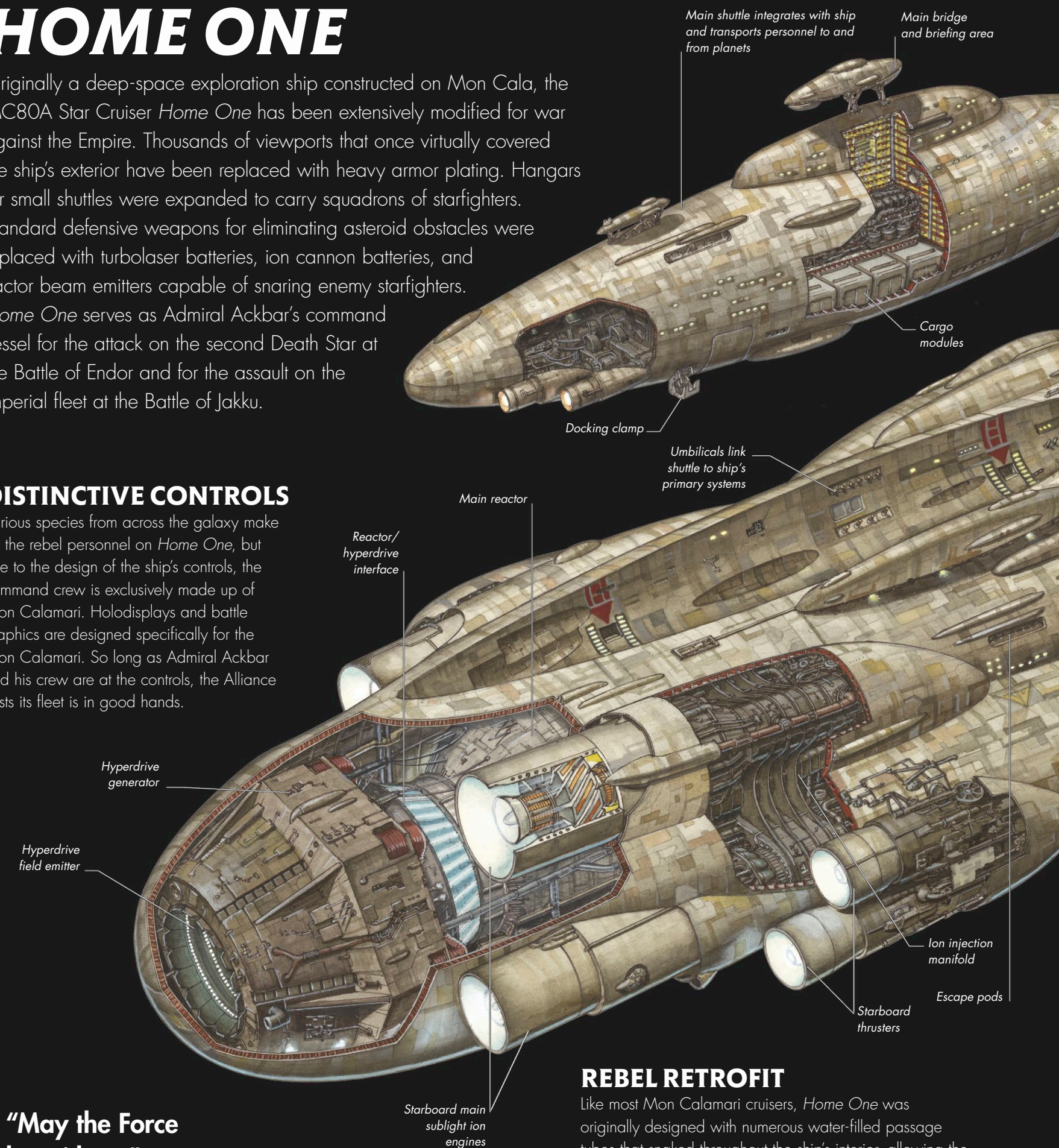
HOME ONE

Originally a deep-space exploration ship constructed on Mon Cala, the MC80A Star Cruiser *Home One* has been extensively modified for war against the Empire. Thousands of viewports that once virtually covered the ship's exterior have been replaced with heavy armor plating. Hangars for small shuttles were expanded to carry squadrons of starfighters. Standard defensive weapons for eliminating asteroid obstacles were replaced with turbolaser batteries, ion cannon batteries, and tractor beam emitters capable of snaring enemy starfighters.

Home One serves as Admiral Ackbar's command vessel for the attack on the second Death Star at the Battle of Endor and for the assault on the Imperial fleet at the Battle of Jakku.

DISTINCTIVE CONTROLS

Various species from across the galaxy make up the rebel personnel on *Home One*, but due to the design of the ship's controls, the command crew is exclusively made up of Mon Calamari. Holodisplays and battle graphics are designed specifically for the Mon Calamari. So long as Admiral Ackbar and his crew are at the controls, the Alliance trusts its fleet is in good hands.



**"May the Force
be with us."**

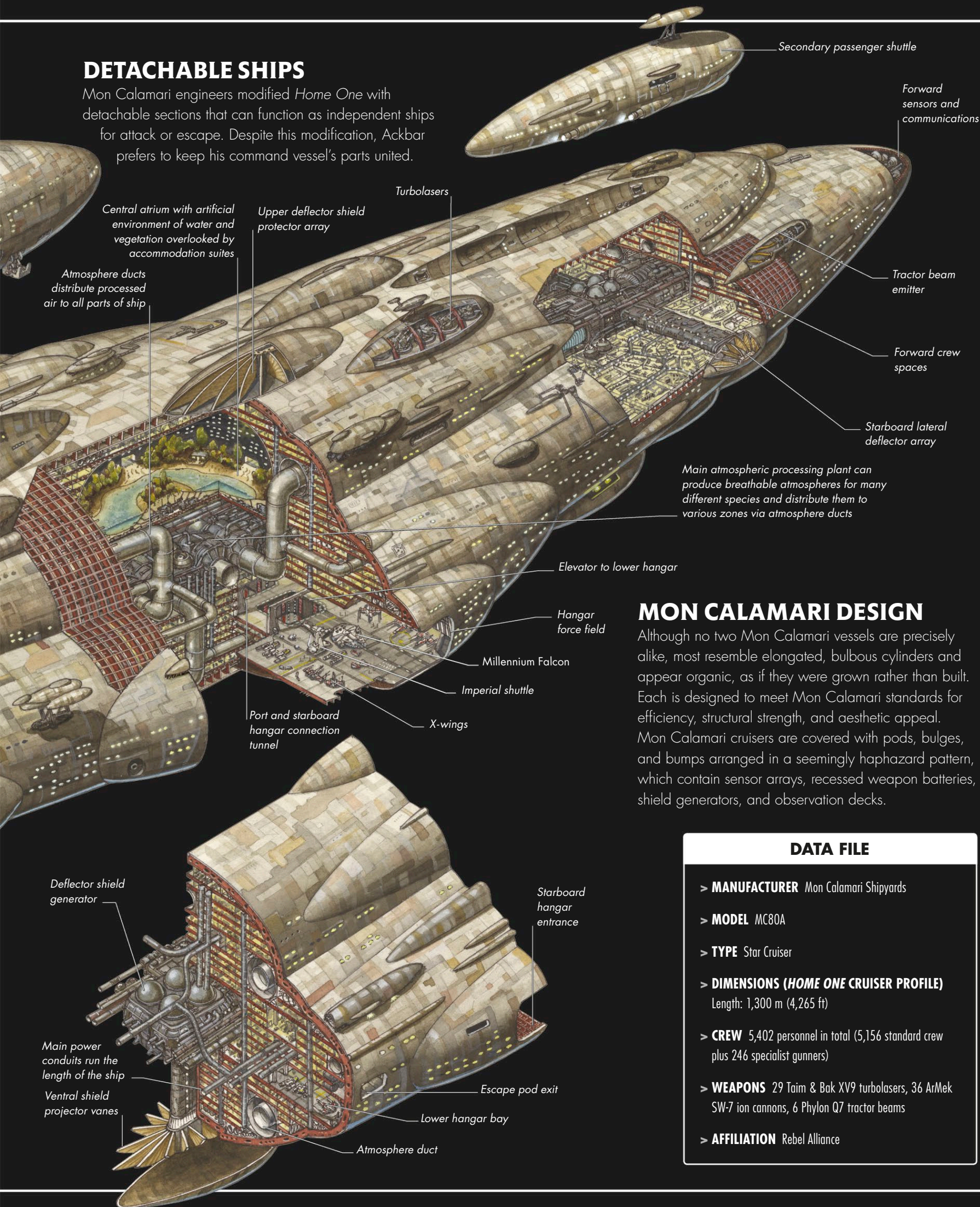
Admiral Ackbar

REBEL RETROFIT

Like most Mon Calamari cruisers, *Home One* was originally designed with numerous water-filled passage tubes that snaked throughout the ship's interior, allowing the Mon Calamari crew to swim to different areas of the ship. To accommodate non-amphibious crew, various tubes were drained and retrofitted with flooring, stairs, and ventilation.

DETACHABLE SHIPS

Mon Calamari engineers modified *Home One* with detachable sections that can function as independent ships for attack or escape. Despite this modification, Ackbar prefers to keep his command vessel's parts united.



MON CALAMARI DESIGN

Although no two Mon Calamari vessels are precisely alike, most resemble elongated, bulbous cylinders and appear organic, as if they were grown rather than built. Each is designed to meet Mon Calamari standards for efficiency, structural strength, and aesthetic appeal. Mon Calamari cruisers are covered with pods, bulges, and bumps arranged in a seemingly haphazard pattern, which contain sensor arrays, recessed weapon batteries, shield generators, and observation decks.

DATA FILE

- > **MANUFACTURER** Mon Calamari Shipyards
- > **MODEL** MC80A
- > **TYPE** Star Cruiser
- > **DIMENSIONS (HOME ONE CRUISER PROFILE)**
Length: 1,300 m (4,265 ft)
- > **CREW** 5,402 personnel in total (5,156 standard crew plus 246 specialist gunners)
- > **WEAPONS** 29 Taim & Bak XV9 turbolasers, 36 ArMek SW-7 ion cannons, 6 Phylon Q7 tractor beams
- > **AFFILIATION** Rebel Alliance

Reactor
heat sink

Waste conduits
remove heat
and radiation
from reactor

Neuranium/
lanthanide
reactor shielding

Main power
reactor for
spacecraft
systems

Cabin in
passenger
configuration
with seating for
20 passengers

Rebel strike
team prepare
for the assault
on Endor

Rear
gun-turret
power feed

Retractable blaster

Rear defensive
twin blaster turret

Starboard hyperdrive
field projector

Starboard hyperdrive
field generator

Sublight ion
engine nozzle

Port wing

Hyperdrive-
unit power
converter

Ion engine
thrust
chamber

Sublight ion engine

Ion engine fuel tanks

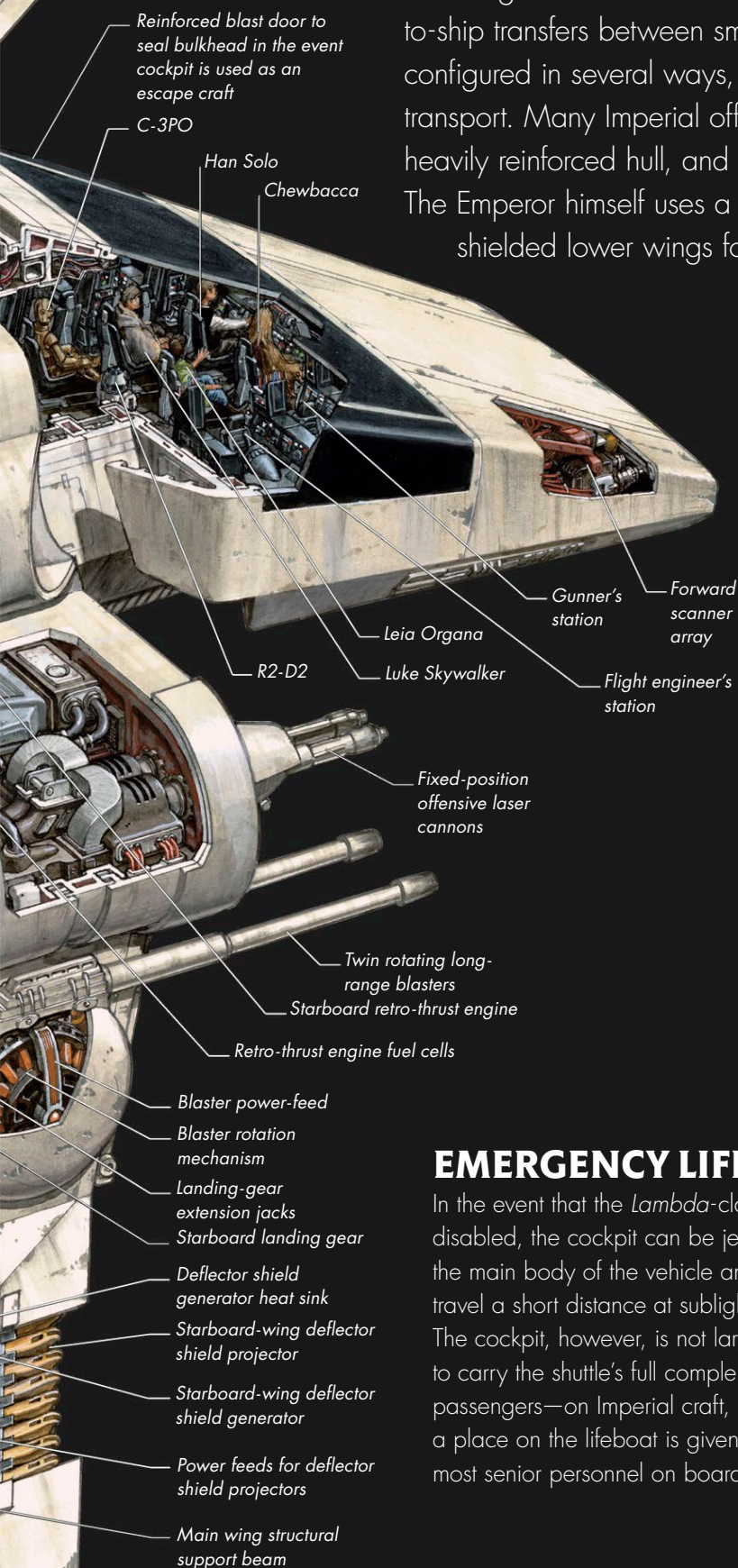
Shield generator power cells

ALLIANCE ASSAULT

During Rebel Alliance Operation: Yellow Moon, Princess Leia, Nien Nunb, Antrot, Kidi Aleri, and Lokmarcha are captured and imprisoned aboard the Imperial Star Destroyer *Shieldmaiden*. Lokmarcha and Antrot sacrifice their lives to ensure the other rebels can escape aboard the *Lambda*-class shuttle *Tydirium*. The shuttle is subsequently employed to penetrate the Imperial defenses around the Forest Moon of Endor and land a strike team to deactivate the shield generator protecting the second Death Star.

LAMBDA-CLASS SHUTTLE

Renowned for its reliability and its distinctive tri-wing design, the *Lambda*-class T-4a shuttle is one of the most widely used vessels in the Imperial fleet. Its primary function is to transfer personnel and cargo between the Empire's capital ships, but it is also used for planetary landings and ship-to-ship transfers between smaller Imperial vessels. The shuttle is a versatile craft capable of being configured in several ways, including as a cargo carrier, troop ship, courier vessel, or diplomatic transport. Many Imperial officials use the T-4a shuttle as a personal transport, as its armaments, heavily reinforced hull, and shielding enable it to travel in safety, even without a military escort. The Emperor himself uses a highly modified *Lambda*-class vessel. On landing, the heavily shielded lower wings fold upward to protect the ship's occupants.

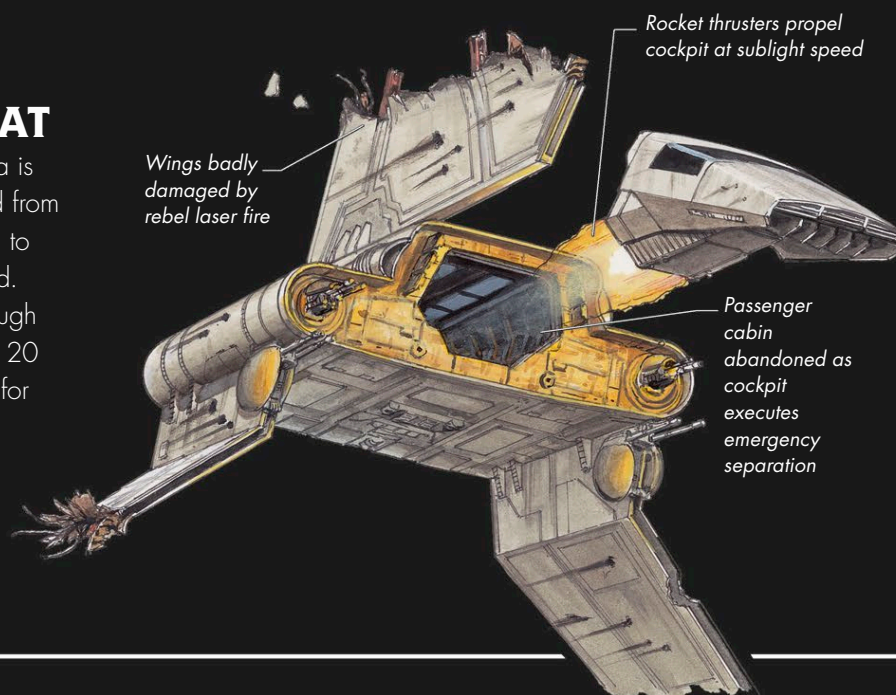


MULTIPLE MANUFACTURERS

Designed by Sienar Fleet Systems, the standard version of the T-4a shuttle is one of the manufacturer's most popular lines. In addition to Imperial contracts for the T-4a, the shuttle is also in great demand by many planetary governments and some of the galaxy's wealthiest individuals. To fulfill orders for a heavily armed, military version of the shuttle, technological genius Raith Sienar subcontracted production of the variant to Cygnus Spaceworks. However, this rival manufacturer has since tried to compete with Sienar by producing a nonmilitary model that is almost identical to the standard T-4a design.

EMERGENCY LIFEBOAT

In the event that the *Lambda*-class T-4a is disabled, the cockpit can be jettisoned from the main body of the vehicle and used to travel a short distance at sublight speed. The cockpit, however, is not large enough to carry the shuttle's full complement of 20 passengers—on Imperial craft, priority for a place on the lifeboat is given to the most senior personnel on board.



DATA FILE

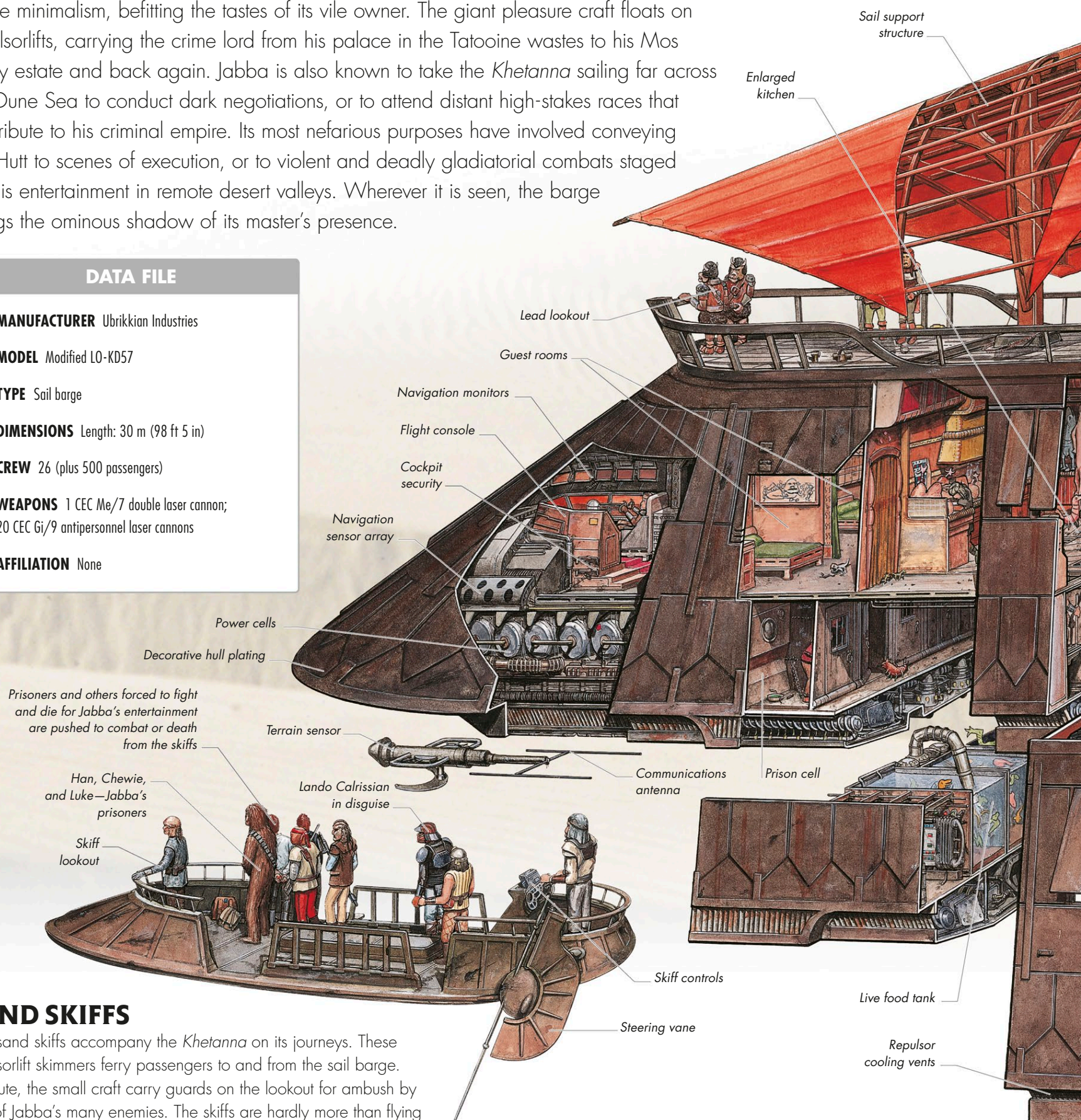
- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** *Lambda*-class T4a
- > **TYPE** Shuttle
- > **DIMENSIONS** Length: 20 m (65 ft 7 in)
- > **CREW** 2–6 (plus up to 20 passengers)
- > **WEAPONS** 2 Taim & Bak KX5 double blaster cannons (forward-mounted), 1 ArMek R-20 retractable double blaster cannon (rear-mounted), 2 Taim & Bak GA-60s double laser cannons
- > **AFFILIATION** Galactic Empire

JABBA'S SAIL BARGE

Jabba the Hutt's sail barge, *Khetanna*, represents a strange combination of opulence and crude minimalism, befitting the tastes of its vile owner. The giant pleasure craft floats on repulsorlifts, carrying the crime lord from his palace in the Tatooine wastes to his Mos Eisley estate and back again. Jabba is also known to take the *Khetanna* sailing far across the Dune Sea to conduct dark negotiations, or to attend distant high-stakes races that contribute to his criminal empire. Its most nefarious purposes have involved conveying the Hutt to scenes of execution, or to violent and deadly gladiatorial combats staged for his entertainment in remote desert valleys. Wherever it is seen, the barge brings the ominous shadow of its master's presence.

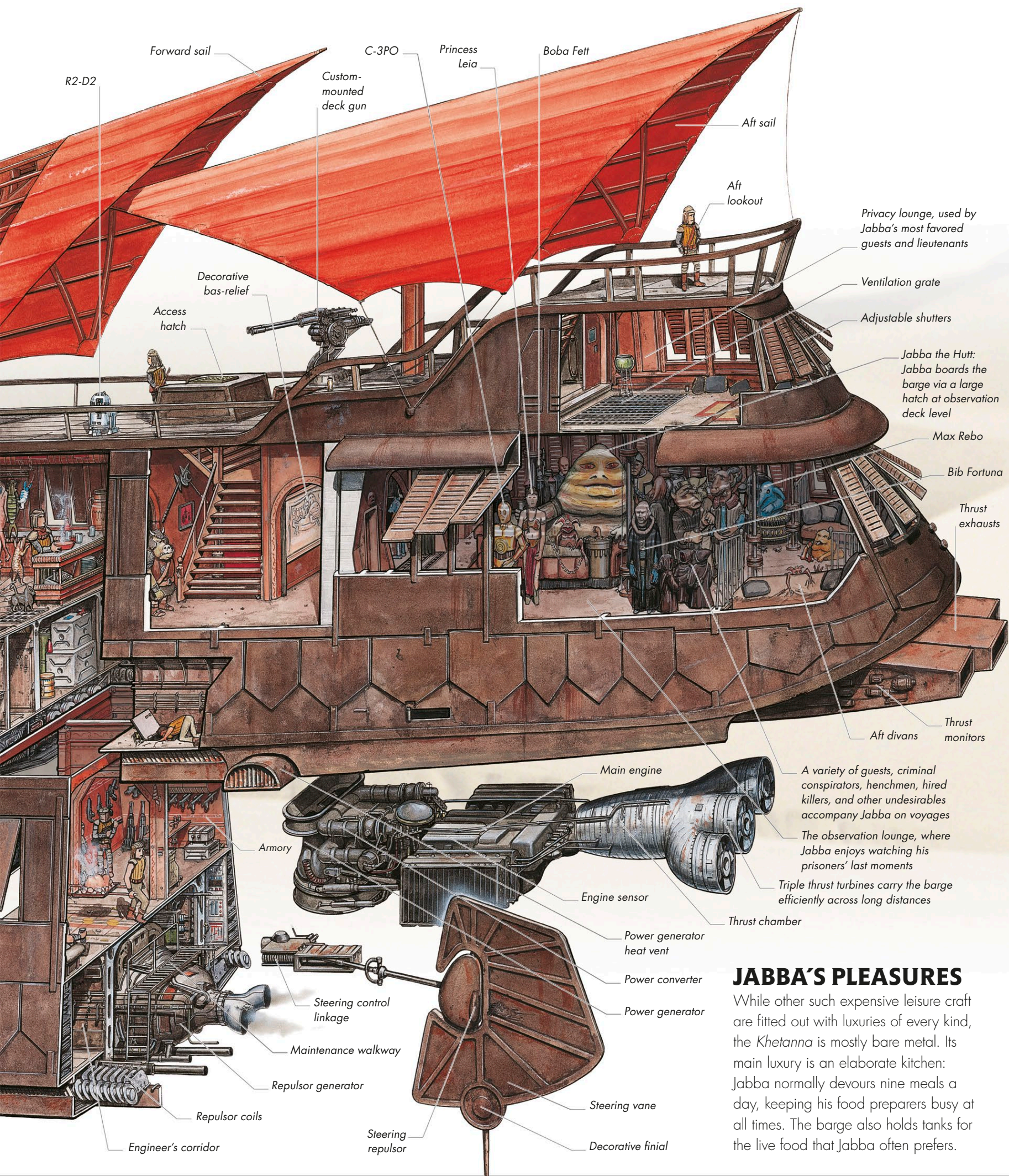
DATA FILE

- > **MANUFACTURER** Ubrikkian Industries
- > **MODEL** Modified LO-KD57
- > **TYPE** Sail barge
- > **DIMENSIONS** Length: 30 m (98 ft 5 in)
- > **CREW** 26 (plus 500 passengers)
- > **WEAPONS** 1 CEC Me/7 double laser cannon;
20 CEC Gi/9 antipersonnel laser cannons
- > **AFFILIATION** None



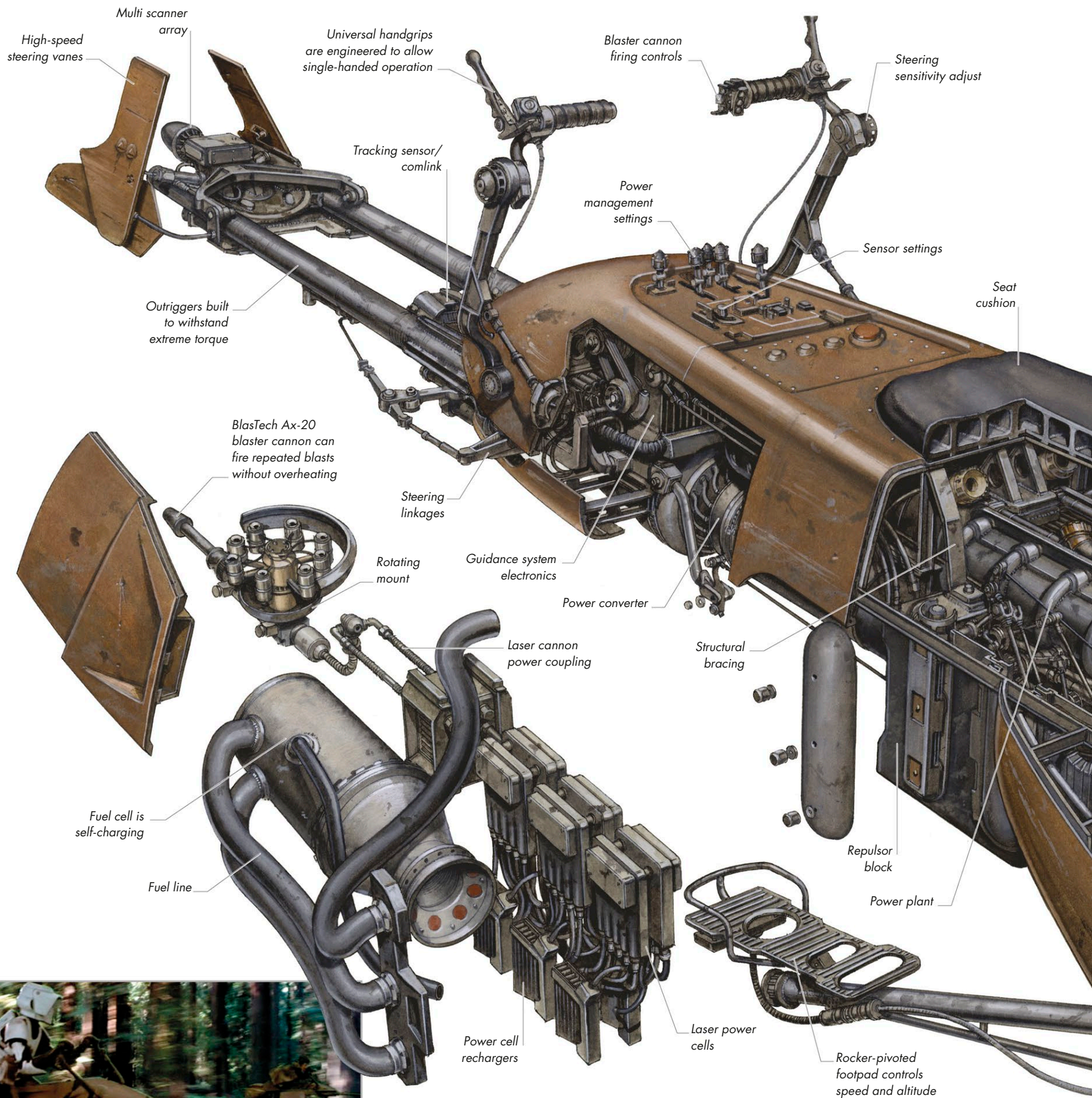
SAND SKIFFS

Two sand skiffs accompany the *Khetanna* on its journeys. These repulsorlift skimmers ferry passengers to and from the sail barge. En route, the small craft carry guards on the lookout for ambush by any of Jabba's many enemies. The skiffs are hardly more than flying platforms—uncomfortable and unprotected from wind, sand, or sun—and are meant to give the guards a clear view of their surroundings.



JABBA'S PLEASURES

While other such expensive leisure craft are fitted out with luxuries of every kind, the *Khetanna* is mostly bare metal. Its main luxury is an elaborate kitchen: Jabba normally devours nine meals a day, keeping his food preparers busy at all times. The barge also holds tanks for the live food that Jabba often prefers.



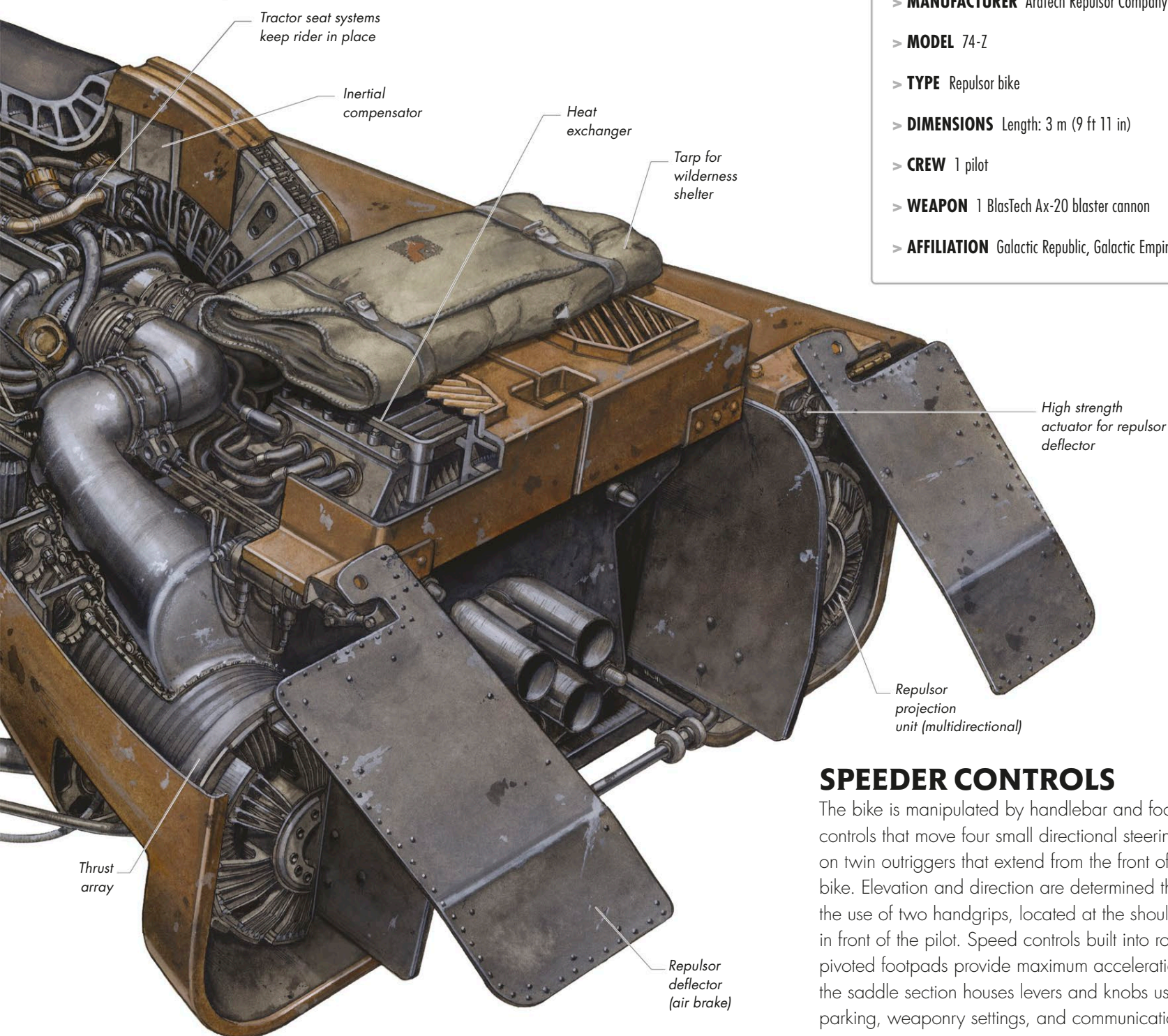
On Endor's Forest Moon, an Imperial scout gives chase to a rebel agent. The scout's helmet has a built-in sensor to scan a 180-degree area while flying close to the ground.

74-Z HISTORY

Manufactured by Aratech Repulsor Company, the 74-Z speeder bike has been in production for decades. The model used by Imperial scouts was also used by the Grand Army of the Republic during the Clone Wars. Design variations include 74-Zs adapted specifically for hot and cold environments and high-altitude versions for mountainous regions.

SCOUT SPEEDER BIKE

The Aratech 74-Z speeder bike is a small, one-man repulsorlift vehicle often driven by Imperial scout troopers. Used to perform reconnaissance, perimeter defense, patrol missions, and surgical strikes against small enemy forces, the explosively quick vehicle is far more maneuverable than landspeeders or airspeeders. In addition, it allows the Imperial military to establish and maintain a tangible presence across vast areas of occupied worlds. The 74-Z has a self-charging energy source that allows a scout to explore and patrol far from base without worrying about fuel capacity. Speeder bikes are armed with small blaster cannons and are lightly armored for added protection.



DATA FILE

- > **MANUFACTURER** Aratech Repulsor Company
- > **MODEL** 74-Z
- > **TYPE** Repulsor bike
- > **DIMENSIONS** Length: 3 m (9 ft 11 in)
- > **CREW** 1 pilot
- > **WEAPON** 1 BlasTech Ax-20 blaster cannon
- > **AFFILIATION** Galactic Republic, Galactic Empire

SPEEDER CONTROLS

The bike is manipulated by handlebar and foot pedal controls that move four small directional steering vanes on twin outriggers that extend from the front of the bike. Elevation and direction are determined through the use of two handgrips, located at the shoulder level in front of the pilot. Speed controls built into rocker-pivoted footpads provide maximum acceleration, while the saddle section houses levers and knobs used for parking, weaponry settings, and communications.

RZ-1 A-WING

The wedge-shaped RZ-1 A-wing is developed by rebel engineers after they acquire a number of R-22 prototype starfighters from the planetary defense fleet of Tammuz-an. Much like the Incom Corporation's X-wing, Kuat Systems Engineering's R-22 was rejected by the Empire. The rebels heavily modify the R-22, adding a hyperdrive and swapping out the sublight engines, armor, and weapons for equivalents that prioritize speed, acceleration, and maneuverability. Dubbed the RZ-1 A-wing, this sleek ship becomes a favorite of the Rebel Alliance and is the fighter of choice for a number of rebel cells. Phoenix Squadron, for example, is predominantly composed of A-wings when it faces Darth Vader during the Siege of Lothal. The A-wing is ideally suited to hit-and-run missions, surgical strikes on capital ships, long-range patrols, and reconnaissance missions. Its twin stabilizers and control surfaces also enable it to operate effectively as an atmospheric fighter.

DATA FILE

- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** RZ-1 A-wing
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 6.9 m (22 ft 8 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 Borstel RG-9 laser cannons, 2 Dymek HM-6 concussion missile launchers (6 missiles per launcher)
- > **AFFILIATION** Rebel Alliance

INTELLIGENCE GATHERER

The A-wing's hyperdrive, speed, and maneuverability make it ideal for intelligence-gathering. An experienced A-wing pilot can drop out of hyperspace close to an Imperial fleet or space-installation and make a blistering run around it (or even through a fleet, if the flier is daring enough). Using concealed multi-spectral imagers and other sensors, the pilot is able to gather information and escape back into hyperspace before TIE fighters can be scrambled. The A-wing's intelligence-gathering and strike capabilities are enhanced by its powerful sensor-jamming system, which can disrupt the detection and targeting systems of TIE fighters and other small vessels. However, this equipment is not so effective against capital ships due to their more complex sensors. The A-wing's jamming system can in fact endanger the craft when directed at these vessels, as its broadcasts can be detected, revealing the starfighter's exact location.

Thruster control jets
(located under cowling
above reactor exhaust)

Adjustable stabilizer acts
as control surface during
atmospheric flight

Fusion reactor exhaust

Emergency datalog for
reconnaissance intelligence
information (can be ejected if craft is
in danger of capture or destruction)

Thrust vector
control

Corrugated
carbo-plas
provides
structural
strength with
light weight

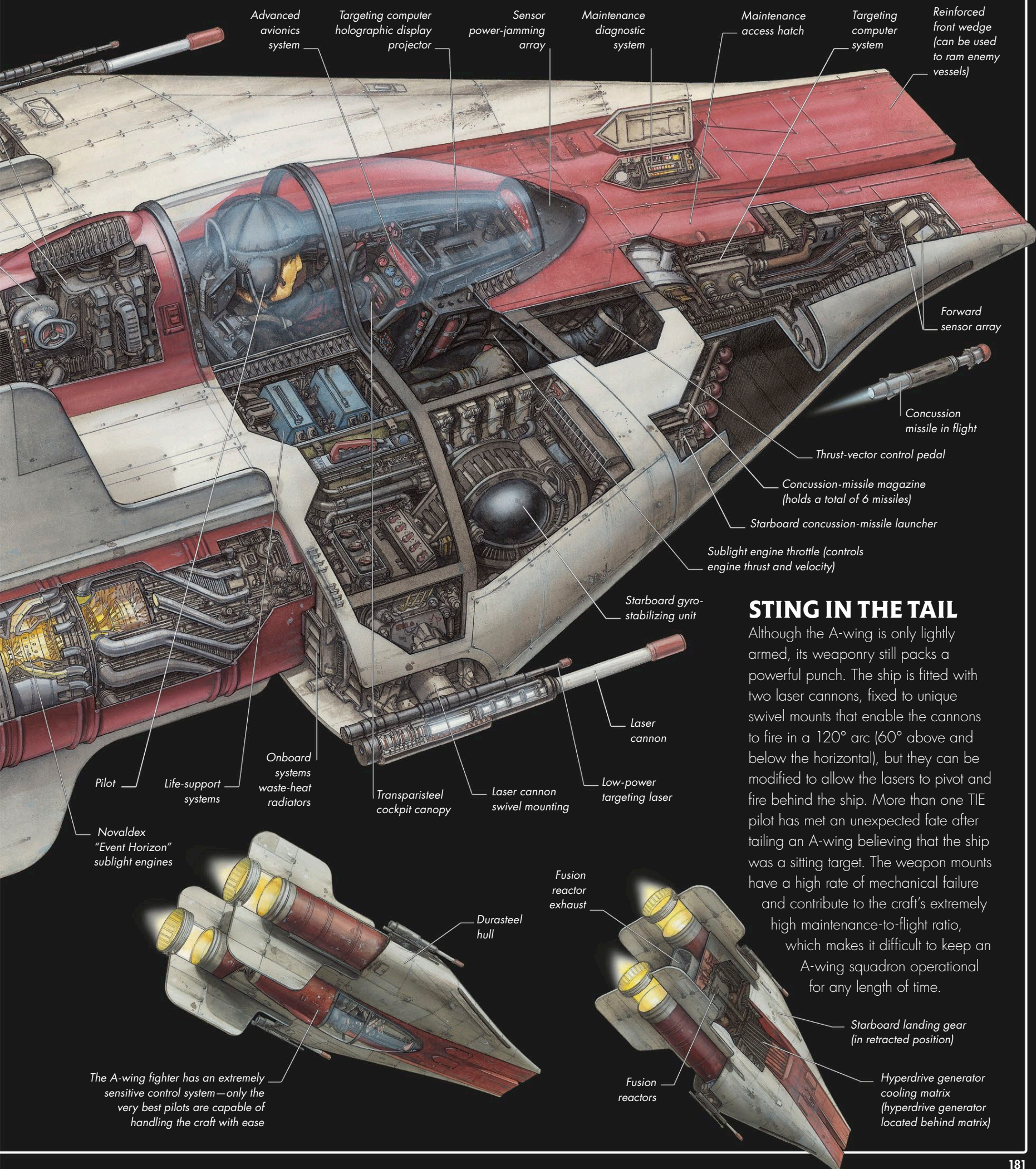
Concealed
multi-spectral
holographic imager
for reconnaissance
missions

Deflector
shield
generator

Deflector
shield
projector

LAST RESORT

An A-wing pilot typically relies on their ship's exceptional speed to evade attack or pursuit, but, if they cannot escape, the craft provides one last-resort option. In space battles, an A-wing pilot with no hope of escape or survival might choose to ram an enemy vessel, relying on the ship's nose wedge to breach the ship's hull and destroy it.



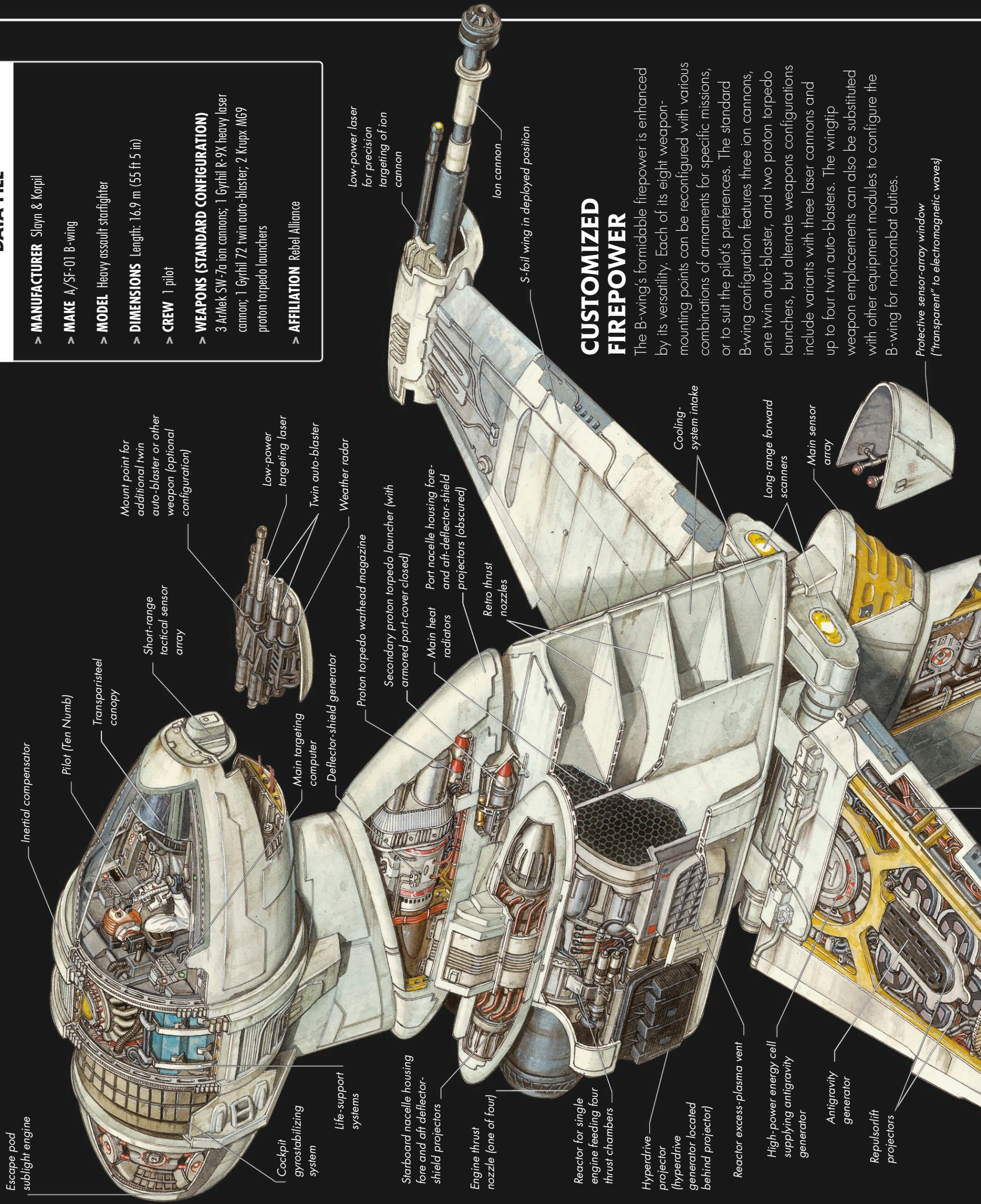
STING IN THE TAIL

Although the A-wing is only lightly armed, its weaponry still packs a powerful punch. The ship is fitted with two laser cannons, fixed to unique swivel mounts that enable the cannons to fire in a 120° arc (60° above and below the horizontal), but they can be modified to allow the lasers to pivot and fire behind the ship. More than one TIE pilot has met an unexpected fate after tailing an A-wing believing that the ship was a sitting target. The weapon mounts have a high rate of mechanical failure and contribute to the craft's extremely high maintenance-to-flight ratio, which makes it difficult to keep an A-wing squadron operational for any length of time.

The A-wing fighter has an extremely sensitive control system—only the very best pilots are capable of handling the craft with ease

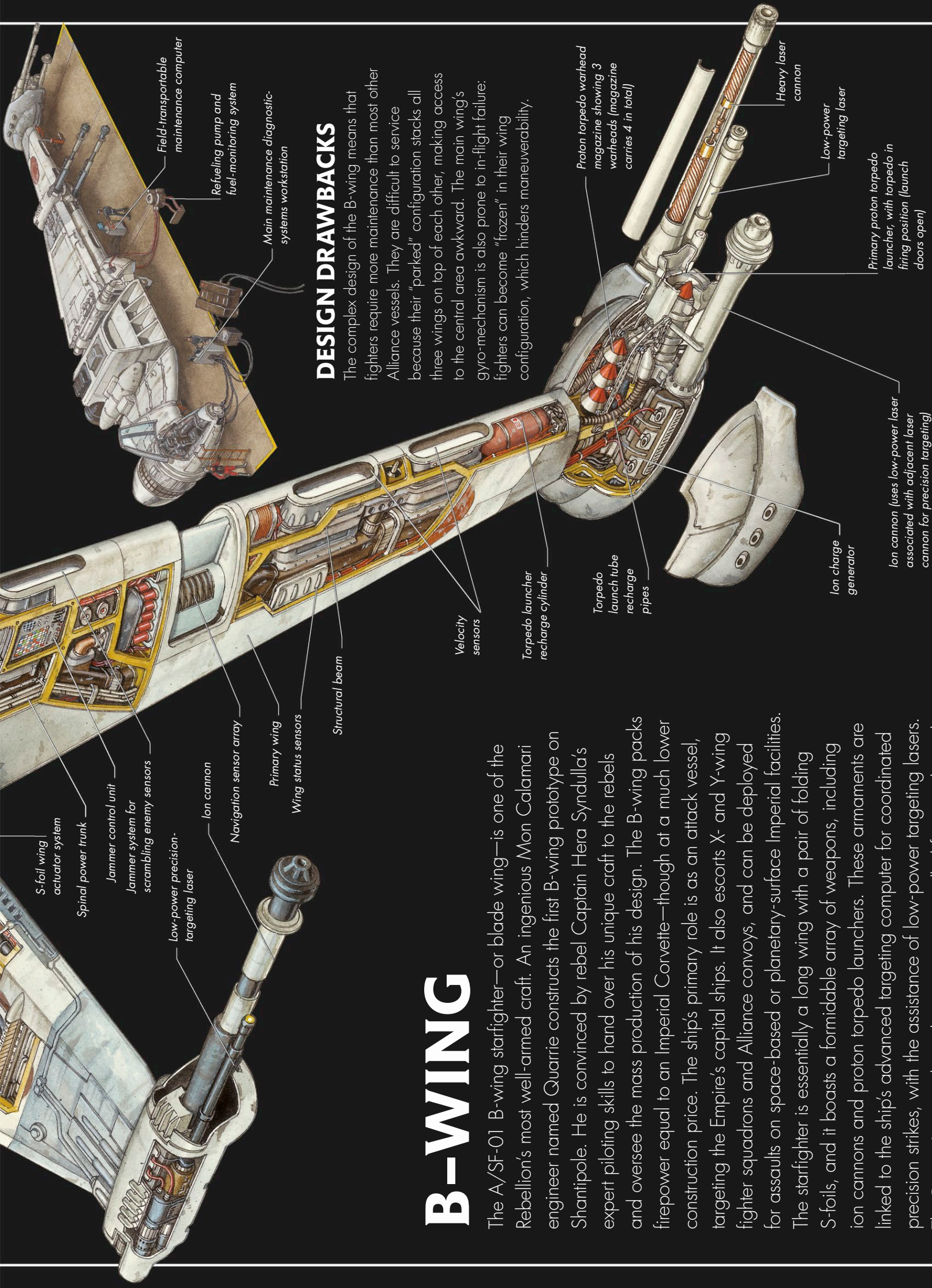
DATA FILE

- > **MANUFACTURER** Slayn & Korpil
- > **MAKE** A/SF-01 B-wing
- > **MODEL** Heavy assault starfighter
- > **DIMENSIONS** Length: 16.9 m (55 ft 5 in)
- > **CREW** 1 pilot
- > **WEAPONS (STANDARD CONFIGURATION)**
3 ArMek SW-7a ion cannons; 1 Gythil R-9X heavy laser cannon; 1 Gythil 72 twin auto-blasters; 2 Krupx MG9 proton torpedo launchers
- > **AFFILIATION** Rebel Alliance



CUSTOMIZED FIREPOWER

The B-wing's formidable firepower is enhanced by its versatility. Each of its eight weapon-mounting points can be reconfigured with various combinations of armaments for specific missions, or to suit the pilot's preferences. The standard B-wing configuration features three ion cannons, one twin auto-blasters, and two proton torpedo launchers, but alternate weapons configurations include variants with three laser cannons and up to four twin auto-blasters. The wingtip weapon emplacements can also be substituted with other equipment modules to configure the B-wing for noncombat duties.



DESIGN DRAWBACKS

The complex design of the B-wing means that fighters require more maintenance than most other Alliance vessels. They are difficult to service because their “parked” configuration stacks all three wings on top of each other, making access to the central area awkward. The main wing’s gyro-mechanism is also prone to in-flight failure: fighters can become “frozen” in their wing configuration, which hinders maneuverability.

B-WING

The A/SF-01 B-wing starfighter—or blade wing—is one of the Rebellion’s most well-armed craft. An ingenious Mon Calamari engineer named Quarrie constructs the first B-wing prototype on Shantipole. He is convinced by rebel Captain Hera Syndulla’s expert piloting skills to hand over his unique craft to the rebels and oversee the mass production of his design. The B-wing packs firepower equal to an Imperial Corvette—though at a much lower construction price. The ship’s primary role is as an attack vessel, targeting the Empire’s capital ships. It also escorts X- and Y-wing fighter squadrons and Alliance convoys, and can be deployed for assaults on space-based or planetary-surface Imperial facilities. The starfighter is essentially a long wing with a pair of folding S-foils, and it boasts a formidable array of weapons, including ion cannons and proton torpedo launchers. These armaments are linked to the ship’s advanced targeting computer for coordinated precision strikes, with the assistance of low-power targeting lasers. The B-wing’s arsenal can be computer-controlled for coordinated fire, or independently targeted by the pilot. The craft also has an unusual design—the pilot’s cockpit remains stationary while the rest of the ship rotates around it during flight.

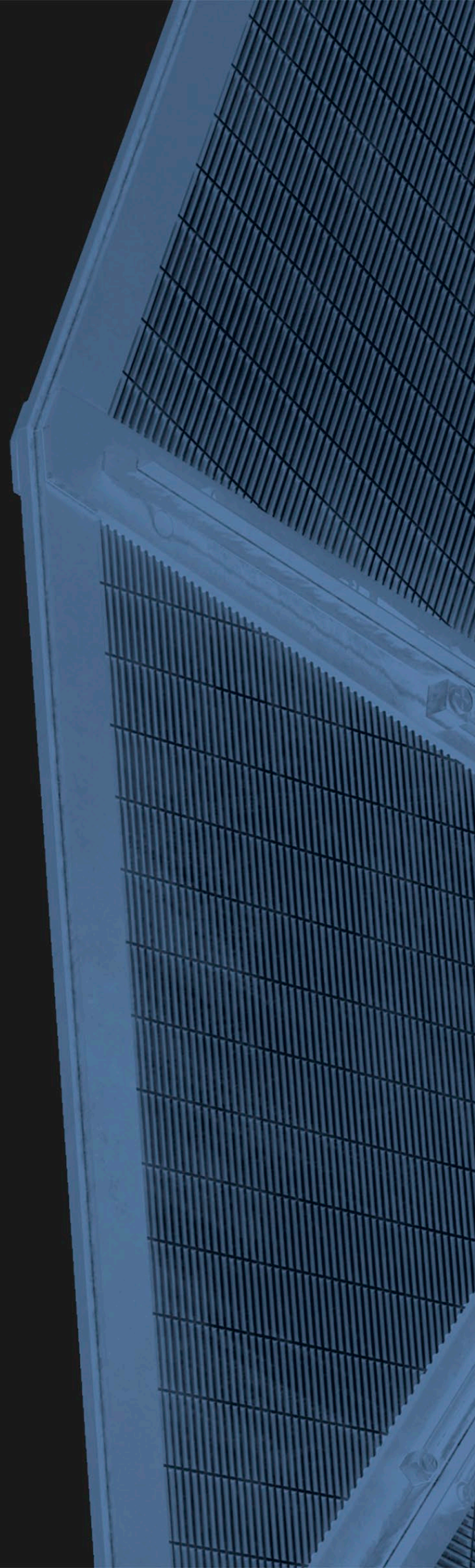
THE RISE OF THE FIRST ORDER

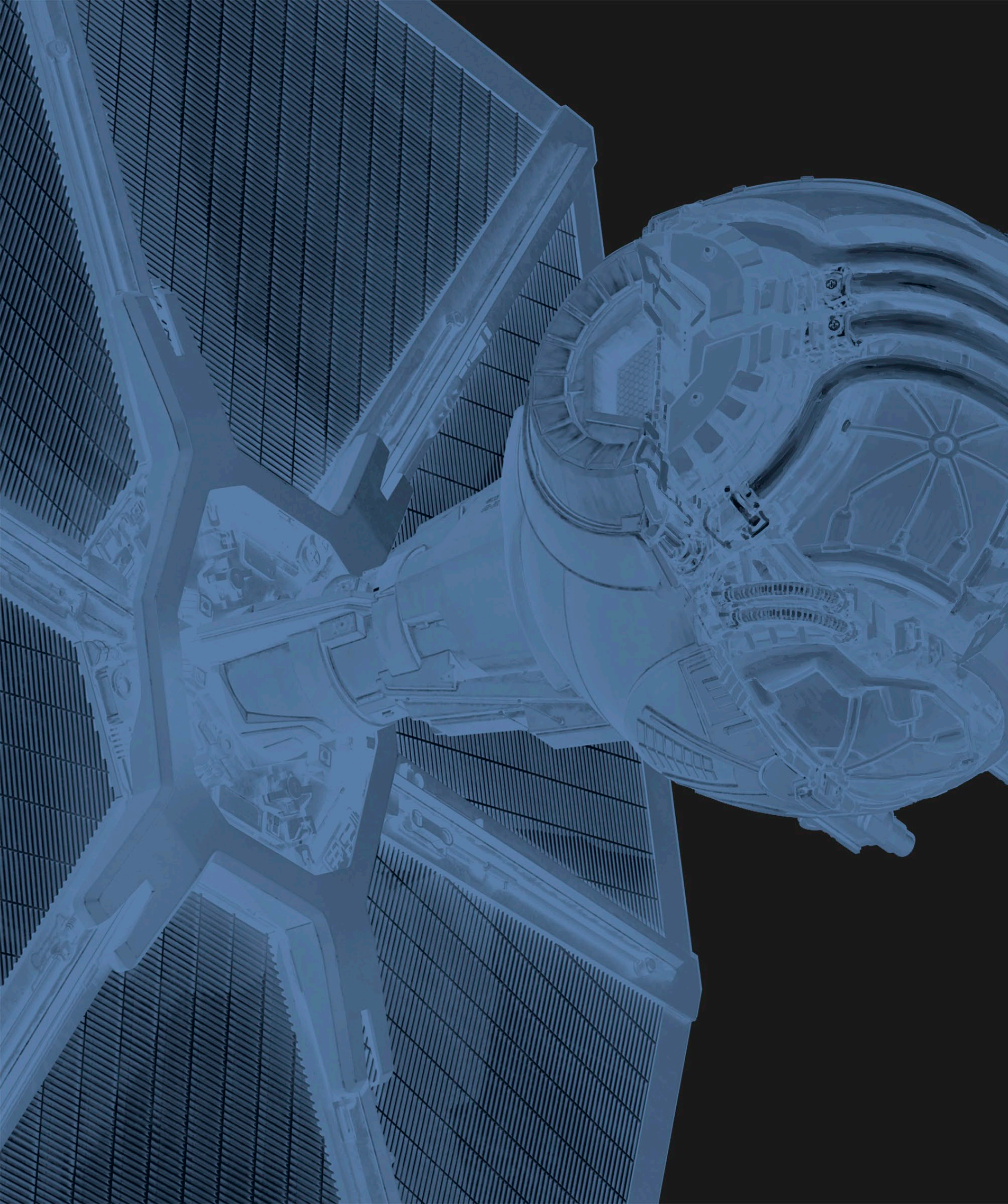
Three decades have passed since the fall of the Galactic Empire. In the intervening years, the Rebel Alliance has transformed itself into a galactic government named the New Republic, and the remnants of the Galactic Empire have regrouped as the secretive First Order. While technological advancements have led to faster, more durable and deadly craft, the New Republic leadership is wary of another war, so passes the Military Disarmament Act, cutting the size of its military by 90 percent. Seeking profit, many manufacturers create new corporate entities that can covertly supply the First Order, which is preparing to retake the galaxy and reinstate a Galactic Empire.

Fearful that galactic peace is threatened, Leia Organa creates a small private military, named the Resistance, to keep an eye on the First Order. This force is composed of willing volunteers—some of them Alliance veterans—and a small fleet of ships scrounged from sympathetic worlds. Soon after, Leia and Han's son, Ben, falls to the dark side, destroying Luke Skywalker's nascent Jedi Order. Ben then takes the title Kylo Ren and joins the First Order. With Luke in exile, both the Resistance and the First Order start hunting for the wayward Jedi Master.

Meanwhile, the First Order unleashes a secret superweapon, named Starkiller Base, that wipes out the New Republic leadership and fleet. With the help of a scavenger named Rey, a former First Order stormtrooper named Finn, and an ace fighter pilot named Poe Dameron, the Resistance destroys the superweapon, but Han Solo is killed by his son. Following the victory, Rey finds Luke and trains to become a Jedi, but leaves in an attempt to turn Kylo back to the light side and save her friends in the Resistance from destruction by the First Order. While Rey's attempt to redeem Kylo fails, Rey and Luke save the Resistance on Crait. Luke then becomes one with the Force.

In the year following the Battle of Crait, the First Order takes over much of the galaxy. The Resistance rebuilds its forces and races into action when the presumed-deceased Emperor Palpatine announces his survival and intention to enforce his rule on the galaxy once again, using a fleet of Star Destroyers equipped with superweapons. While Kylo initially aligns himself with the Emperor, Rey and Leia succeed in redeeming Ben. With the help of a host of allies, the Resistance, Rey, and Ben succeed in defeating the Emperor and his forces during the climactic Battle of Exegol.



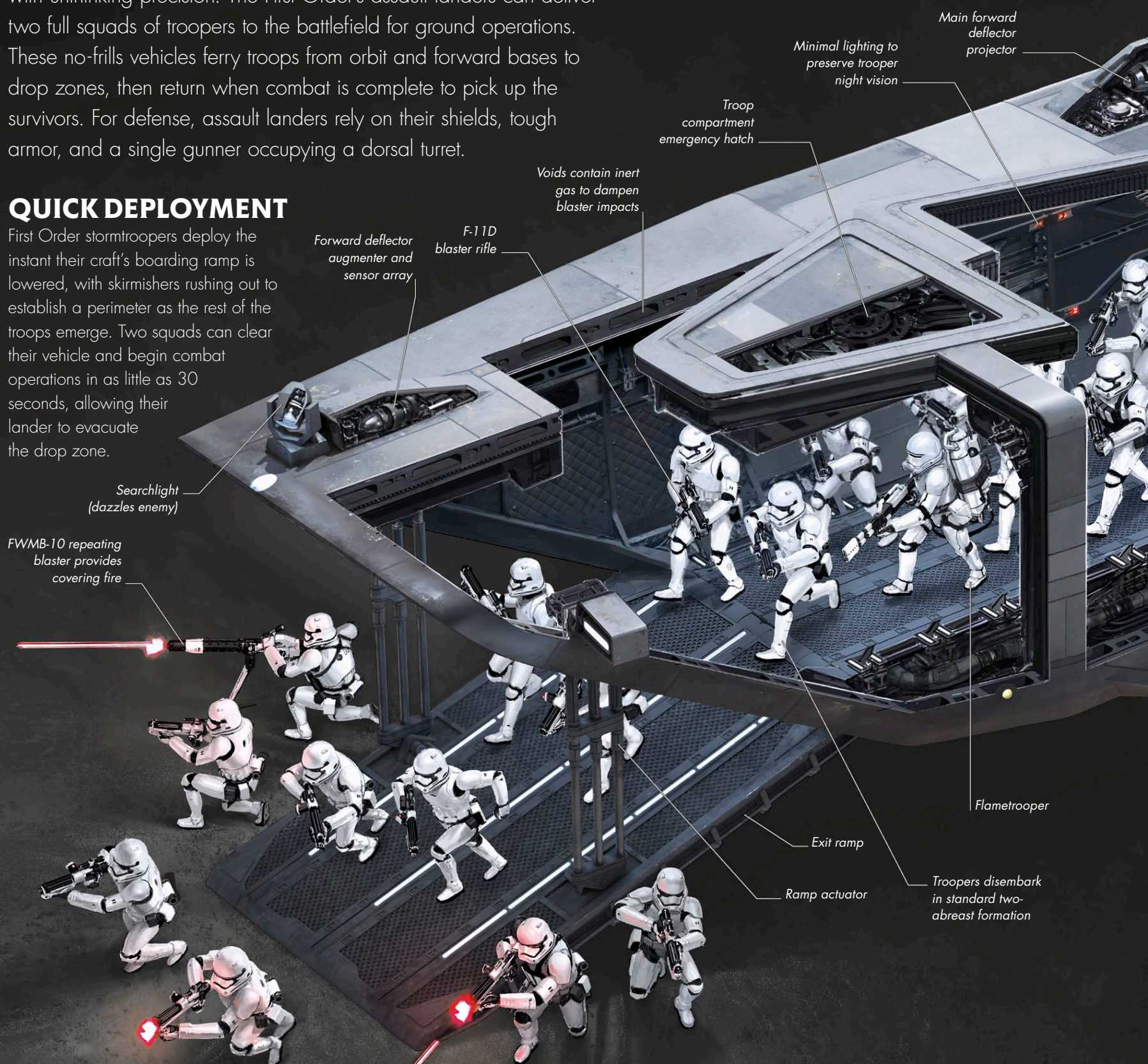


STORMTROOPER TRANSPORT

The First Order's stormtroopers know no family except their fellow soldiers, and have trained from childhood with a variety of weapons, practicing combat tactics until they can execute any military maneuver with unthinking precision. The First Order's assault landers can deliver two full squads of troopers to the battlefield for ground operations. These no-frills vehicles ferry troops from orbit and forward bases to drop zones, then return when combat is complete to pick up the survivors. For defense, assault landers rely on their shields, tough armor, and a single gunner occupying a dorsal turret.

QUICK DEPLOYMENT

First Order stormtroopers deploy the instant their craft's boarding ramp is lowered, with skirmishers rushing out to establish a perimeter as the rest of the troops emerge. Two squads can clear their vehicle and begin combat operations in as little as 30 seconds, allowing their lander to evacuate the drop zone.



BATTLEFIELD VIEW

A pilot guides the assault lander to its drop zone from a cockpit elevated for maximum visibility. As veterans of duty in TIE fighters, assault lander pilots are not troubled by this exposed vantage point, though they do complain that the landers are far less maneuverable than starfighters. If the pilot's control connections are severed, the assault lander can also be flown from a console inside the craft, but this backup system offers far less precision than the primary controls.

Forward deflector augmenter and sensor array

F-11D blaster rifle

Voids contain inert gas to dampen blaster impacts

Troop compartment emergency hatch

Minimal lighting to preserve trooper night vision

Main forward deflector projector

Searchlight (dazzles enemy)

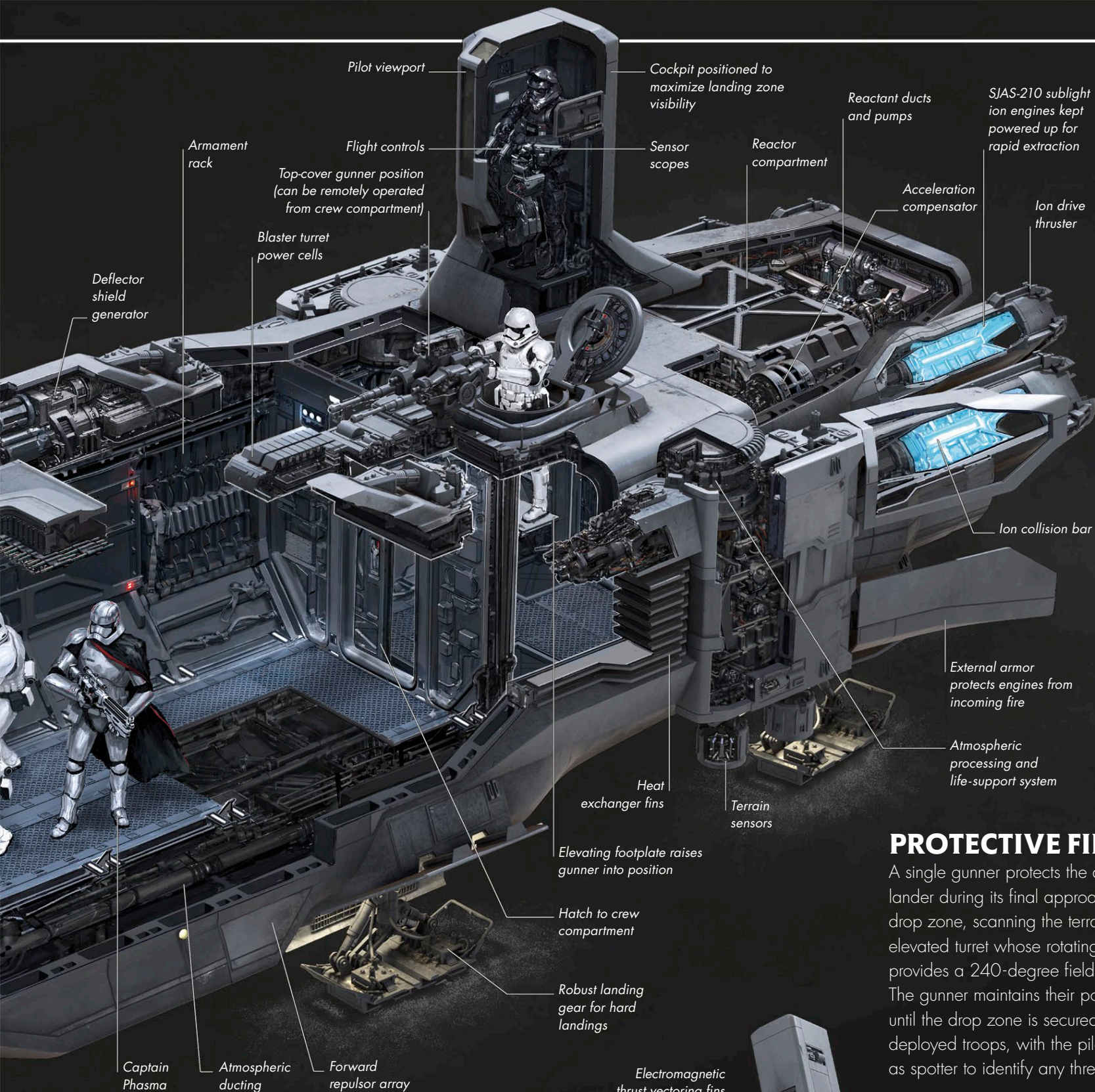
FWMB-10 repeating blaster provides covering fire

Flametrooper

Exit ramp

Ramp actuator

Troopers disembark in standard two-abreast formation

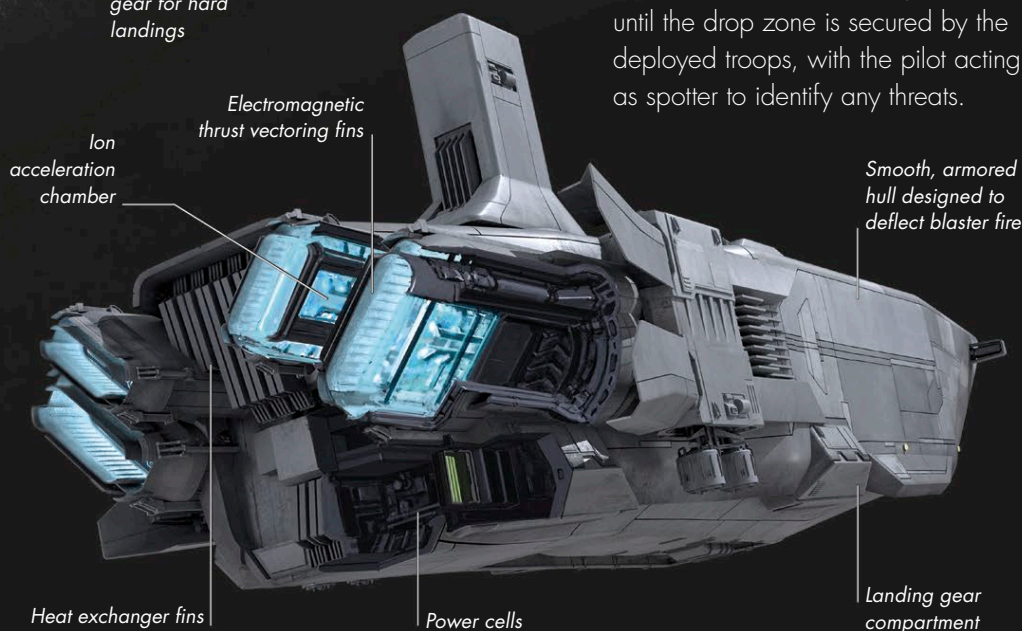


PROTECTIVE FIRE

A single gunner protects the assault lander during its final approach to the drop zone, scanning the terrain from an elevated turret whose rotating mount provides a 240-degree field of fire. The gunner maintains their position until the drop zone is secured by the deployed troops, with the pilot acting as spotter to identify any threats.

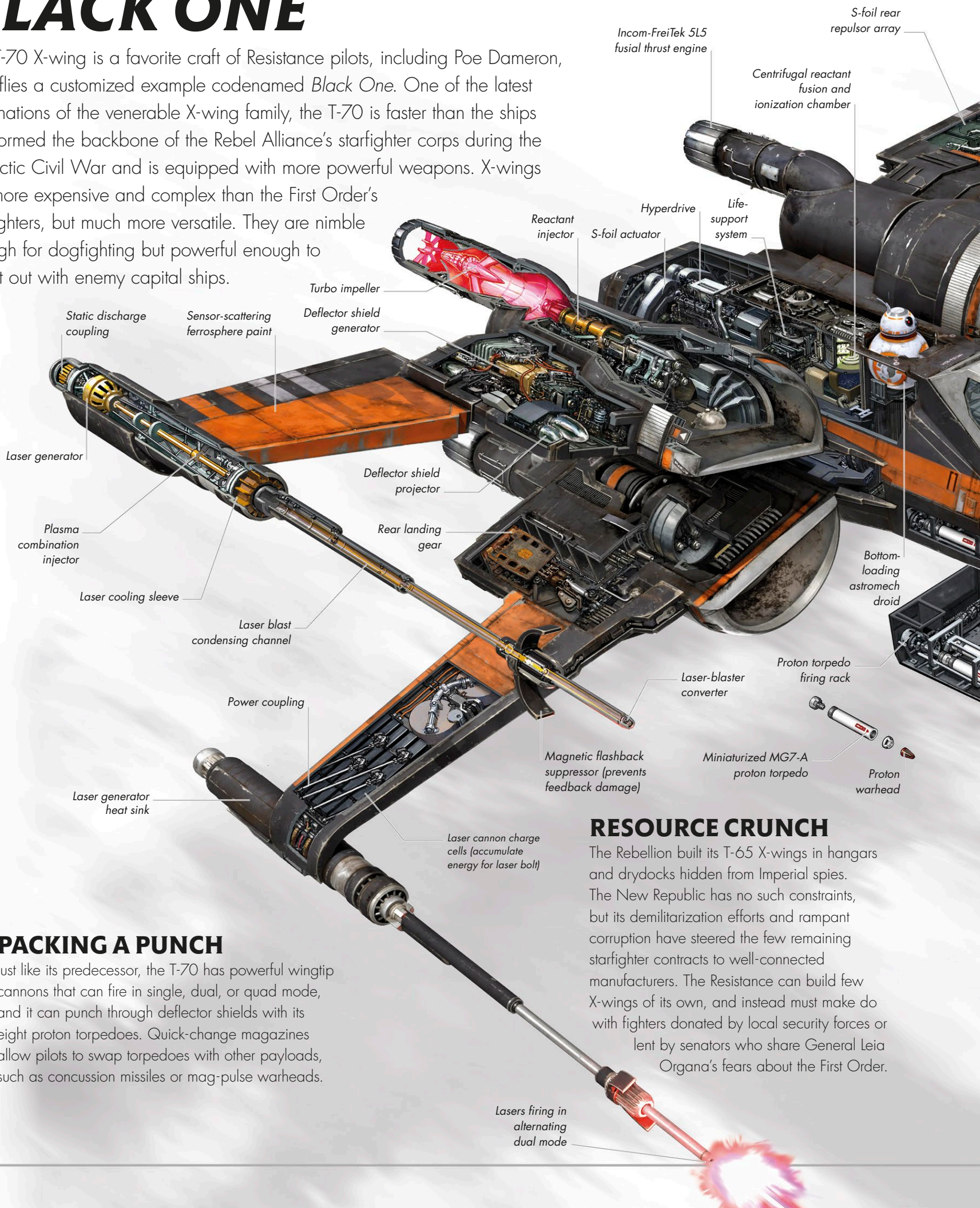
DATA FILE

- > **MANUFACTURER** Sienar-Jaemus Army Systems
- > **MODEL** AAL (Atmospheric Assault Lander)
- > **TYPE** Lander
- > **DIMENSIONS** Length: 17.83 m (58 ft 6 in)
- > **CREW** 1 pilot, 1 gunner (up to 20 stormtroopers)
- > **WEAPONS** 1 Sienar-Jaemus F-20 antipersonnel blaster cannon
- > **AFFILIATION** First Order



BLACK ONE

The T-70 X-wing is a favorite craft of Resistance pilots, including Poe Dameron, who flies a customized example codenamed *Black One*. One of the latest incarnations of the venerable X-wing family, the T-70 is faster than the ships that formed the backbone of the Rebel Alliance's starfighter corps during the Galactic Civil War and is equipped with more powerful weapons. X-wings are more expensive and complex than the First Order's TIE fighters, but much more versatile. They are nimble enough for dogfighting but powerful enough to slug it out with enemy capital ships.

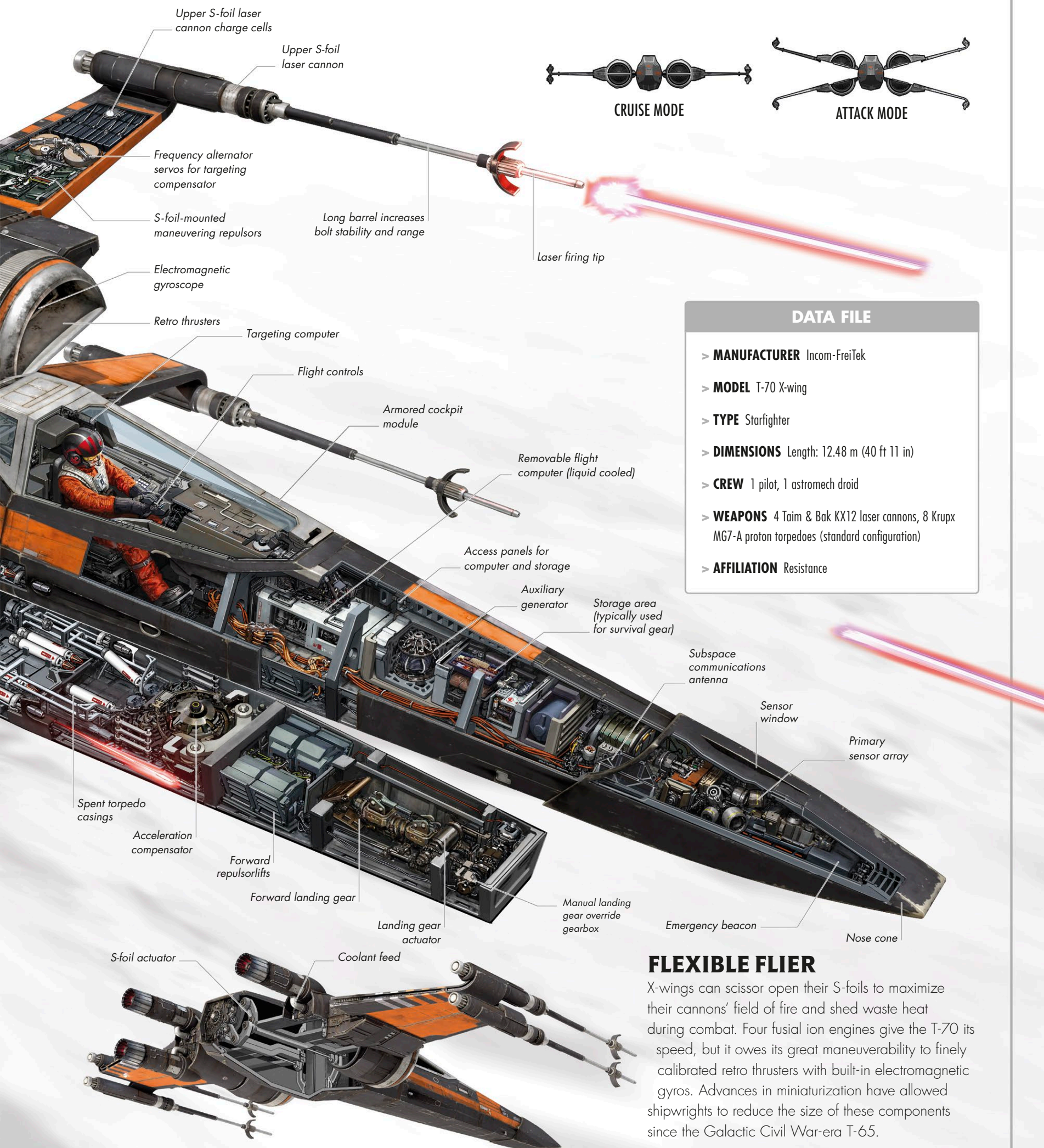


PACKING A PUNCH

Just like its predecessor, the T-70 has powerful wingtip cannons that can fire in single, dual, or quad mode, and it can punch through deflector shields with its eight proton torpedoes. Quick-change magazines allow pilots to swap torpedoes with other payloads, such as concussion missiles or mag-pulse warheads.

RESOURCE CRUNCH

The Rebellion built its T-65 X-wings in hangars and drydocks hidden from Imperial spies. The New Republic has no such constraints, but its demilitarization efforts and rampant corruption have steered the few remaining starfighter contracts to well-connected manufacturers. The Resistance can build few X-wings of its own, and instead must make do with fighters donated by local security forces or lent by senators who share General Leia Organa's fears about the First Order.



UPSILON-CLASS SHUTTLE

The First Order's top officers and dignitaries travel in bat-winged command shuttles, heavily guarded by TIE fighter escorts. Looking like dark birds of prey, command shuttles have formidable heavy laser cannons, but their biggest asset is their defensive capabilities. Advanced sensor suites in the upper wings monitor communications and scan for potential enemies long before they reach firing range, while the lower wings are lined with efficient shield projectors and powerful jammers. These technologies are the products of secret research conducted in the First Order's hidden shipyards and laboratories. One of these shuttles ferries the dark side apprentice Kylo Ren from the Star Destroyer *Finalizer* to the forlorn desert world of Jakku, in search of a secret that could allow Kylo to fulfill his destiny.

IMPERIAL SECRETS

When the Empire collapsed, the Emperor's servants fled into the Unknown Regions with some of his regime's greatest secrets. For years, military scout ships had explored far beyond the galactic frontier, surveying star systems and blazing hyperspace routes known only to a select few. Far from the prying eyes of the New Republic, the remnants of the Empire established new bases, shipyards, and weapons labs, and began plotting a return to power.

DATA FILE

- > **MANUFACTURER** Sienar-Jaemus Fleet Systems
- > **MODEL** *Upsilon*-class
- > **TYPE** Shuttle
- > **DIMENSIONS** Length: 19.2 m (63 ft); width: 13.53 m (44 ft 5 in); height: 37.2 m (122 ft)
- > **CREW** 1–5 plus up to 10 passengers
- > **WEAPONS** 2 twin laser cannons
- > **AFFILIATION** First Order

Static
discharge vane

Long-range
scan-mode
sensor array

Countermeasures
system designed
to deflect incoming
guided projectiles

Passive-
mode
sensors

Primary sensor node

Wing retraction
guide rails

Subspace
communications
antenna and hyperwave
comm scanner

Sensor
jammer

Locking mechanism
holds extended
wing in position

Wing shape draws on
decades of Imperial
shuttle design

Heat sink extends
expected life of
sensor systems

Jammer
modulation node

When in flight, wings slant outward to maximize sensor spread

Front deflector shield projector array

Deflector shield generator

Warp vortex stabilizer

Warning light indicates sensors in upper wings are on and radiation levels may be hazardous

Durasteel armor

SJFS-200a sublight ion engine

Hyperdrive

Landing lights

Ramp

Field interference buffer

Wing retraction receiving track

Wing retraction servo well

Rear deflector shield projector array

Wing retraction gear

Cockpit usually occupied by flight officer, pilot and copilot

Passenger compartment

Wing collapse shock springs minimize damage to sensitive machinery in extended wing

Twin heavy laser cannon

Laser cannon power cells

Repulsorlift array

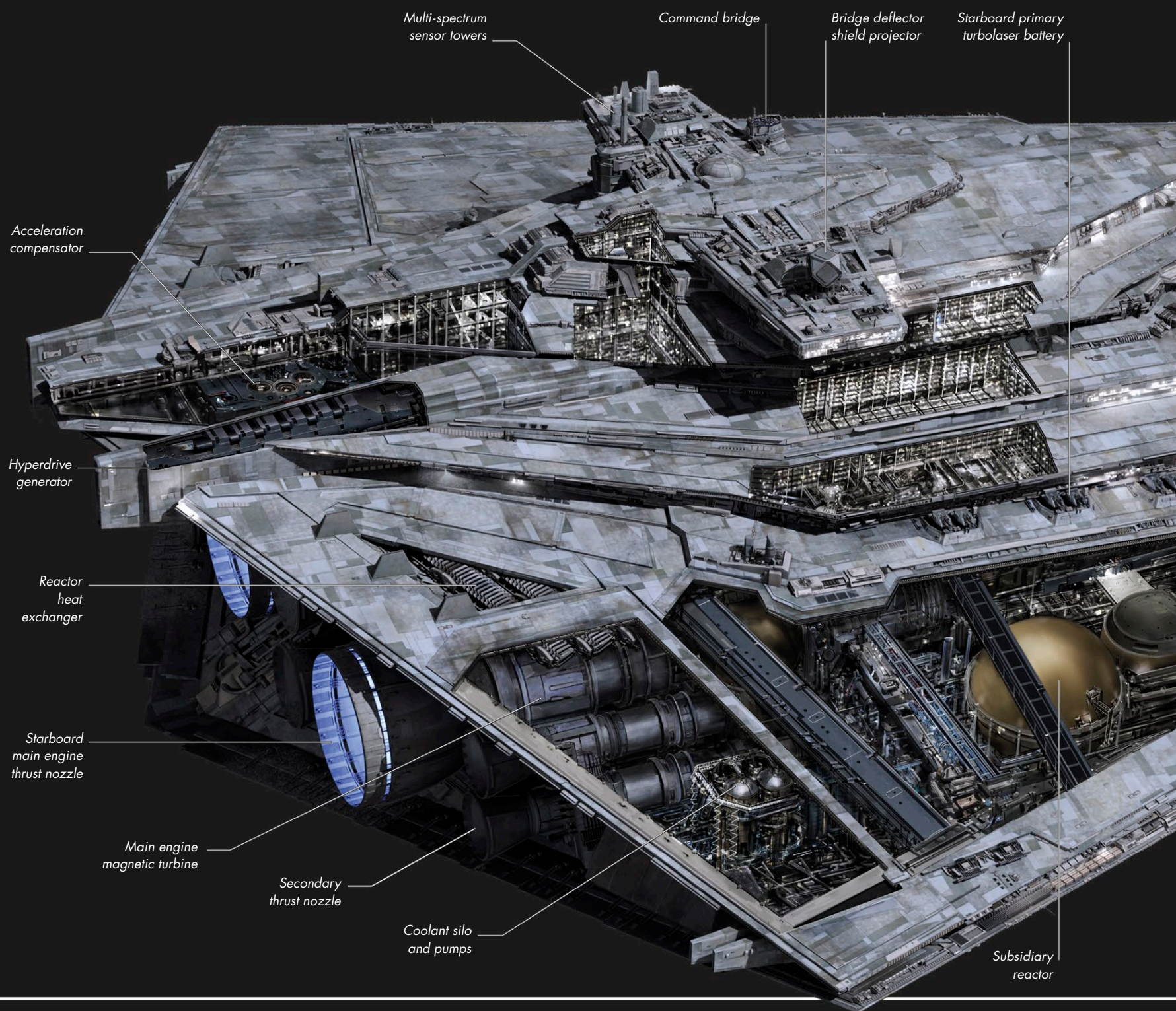
Landing gear

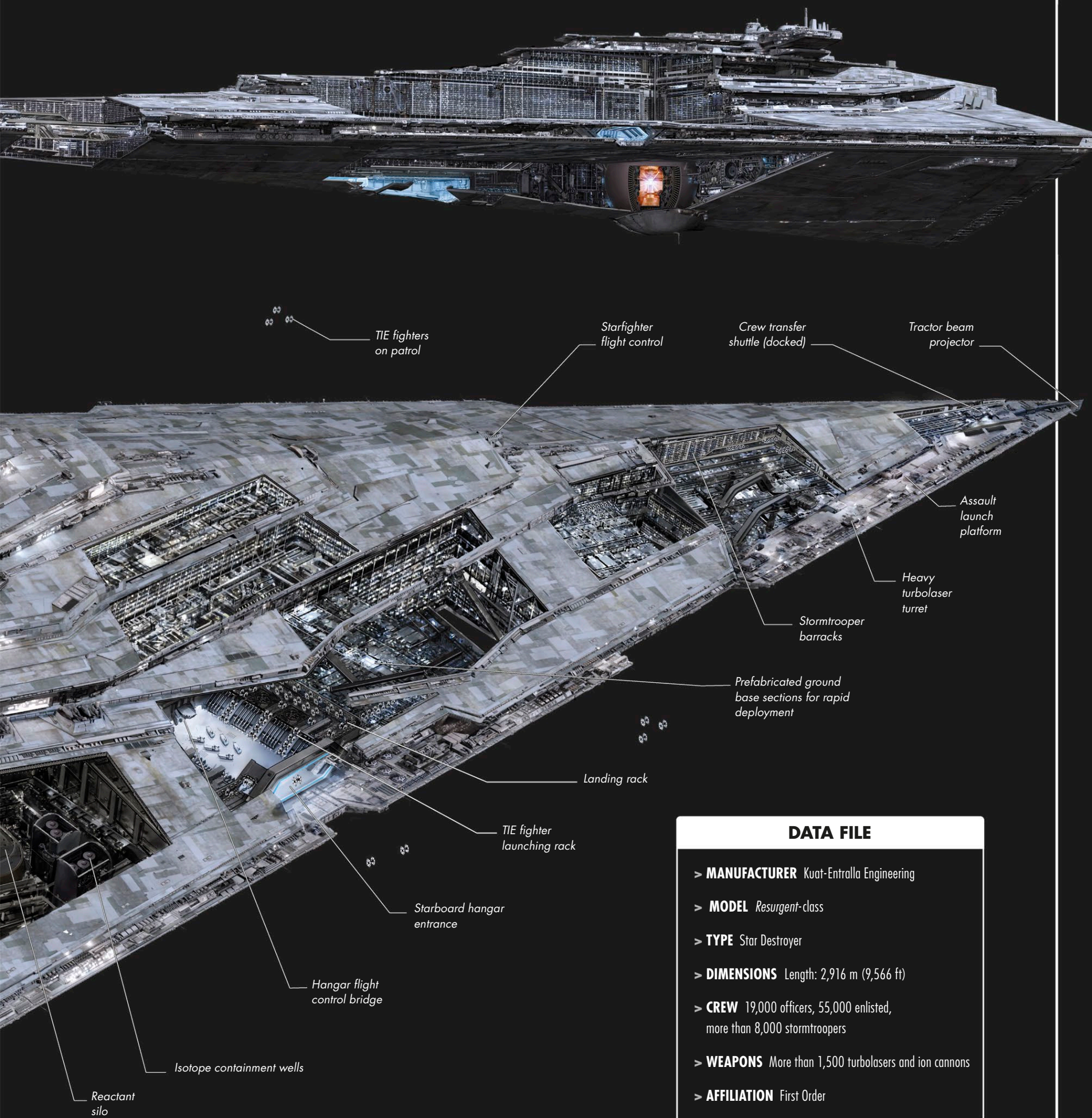
PROTECTIVE WINGS

Upon landing, the command shuttle's wings swoop up and retract to half their in-flight height, encasing the long-range sensor arrays in the upper wings in protective armor. Powerful gears and shock springs protect both the sensors and the wing structure against damage. The lower wings' reinforced armor and potent shield generators protect the shuttle's crew cabin from enemy fire during takeoffs and landings, when the craft is stationary and most vulnerable to attack.

FINALIZER

The powerful flagship used by General Hux and Kylo Ren, the *Finalizer* is the first of the new *Resurgent*-class Star Destroyers, whose size and firepower clearly violate the treaties between the New Republic and First Order governing capital ships. The *Finalizer*'s heavy weapons are augmented by two wings of starfighters, a hundred assault craft, and a full legion of stormtroopers trained since birth for loyalty to the First Order. Many in the New Republic dismiss sightings of these ships as typical Resistance fearmongering. But Leia Organa knows the *Resurgent*-class is all too real, and her operatives obsessively track reports of these warships.





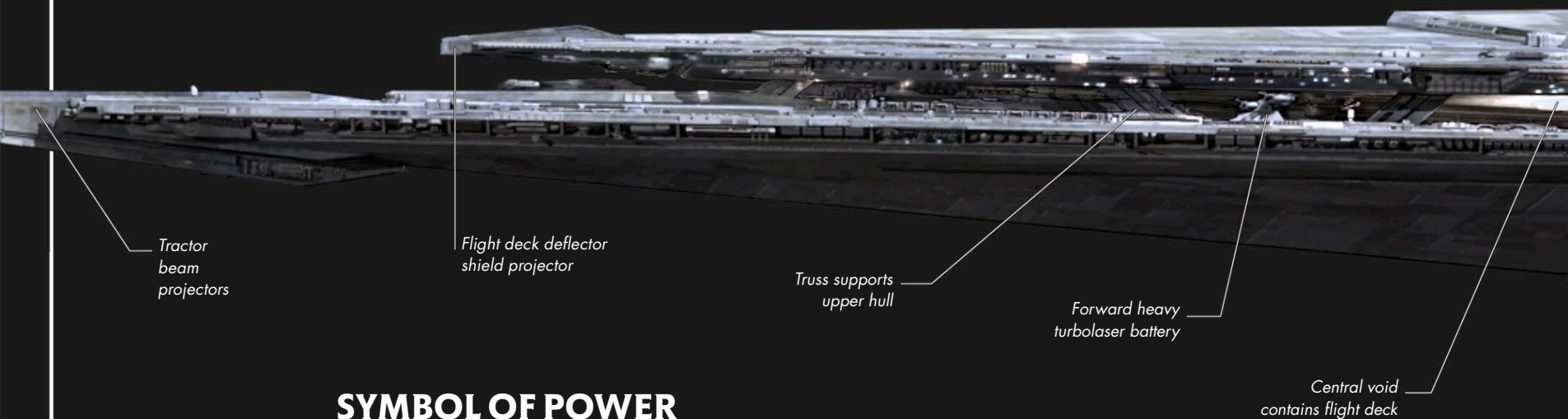
DATA FILE

- > **MANUFACTURER** Kuat-Entralla Engineering
- > **MODEL** Resurgent-class
- > **TYPE** Star Destroyer
- > **DIMENSIONS** Length: 2,916 m (9,566 ft)
- > **CREW** 19,000 officers, 55,000 enlisted, more than 8,000 stormtroopers
- > **WEAPONS** More than 1,500 turbolasers and ion cannons
- > **AFFILIATION** First Order

FINALIZER (CONT.)

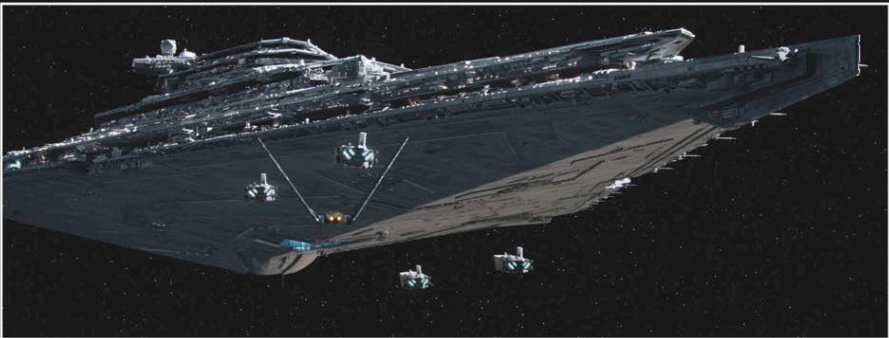
EVOKING THE PAST

While its size evokes the command ships of the Empire, the *Finalizer's* design recalls those of Republic-era capital ships from the Clone Wars. Its dorsal flight deck, side hangars, and prominent keel are similar to elements of the *Venator*-class Star Destroyer, reflecting a renewed appreciation among First Order tacticians for capital ships' role as carriers. The *Finalizer* can launch its full complement of starfighters and assault ships much more quickly than its predecessors in the Imperial Navy could. Other Imperial-era design flaws have also been rectified—the need for a better-protected command bridge with increased redundancy in command and control systems was a hard lesson learned from the loss of the *Executor* at the Battle of Endor.



SYMBOL OF POWER

The First Order lacks the resources to build huge numbers of massive capital ships like those that once served the Emperor. But the lessons of Imperial power have not been lost on the First Order's ship designers. The *Finalizer* is a devastating weapons platform and highly effective carrier, but it is also a symbol of the new regime's power, designed to recall the era when Imperial might was at its greatest, and inspire awe in the First Order's enemies.

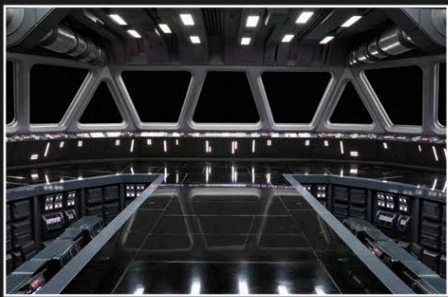


Constructed in secret, deep in the Unknown Regions, the First Order's Star Destroyers mark an ominous resurrection of the iconic warships that once enforced Imperial tyranny in the galaxy.



While aboard the *Finalizer*, First Order leader Kylo Ren witnesses Starkiller Base firing its superweapon. Every planet in the Hosnian system is completely destroyed.

Just like the Empire and the Republic before it, the bridge of a First Order Star Destroyer is predicated on hierarchy. The pits are crewed by the noncommissioned staff, while the bridge officers stride above them.



Flight deck used as staging area for full-scale invasion operations

Armored hull plating

Crew turbolift shaft

Sick bay

Axial defense turret

Detention center

Stormtrooper training complex

Stormtrooper barracks

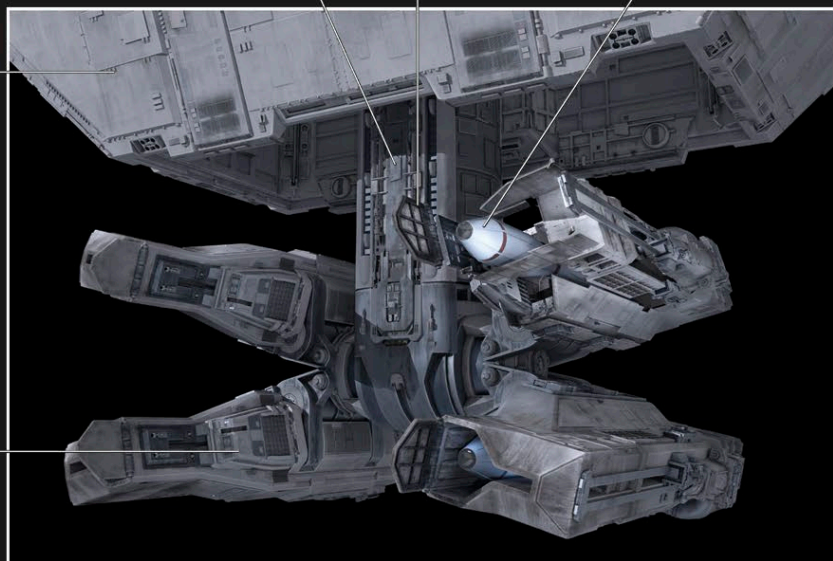
Ventral missile turret

Missile silo hatch

Concussion missile

Launcher retracts into Star Destroyer's underside

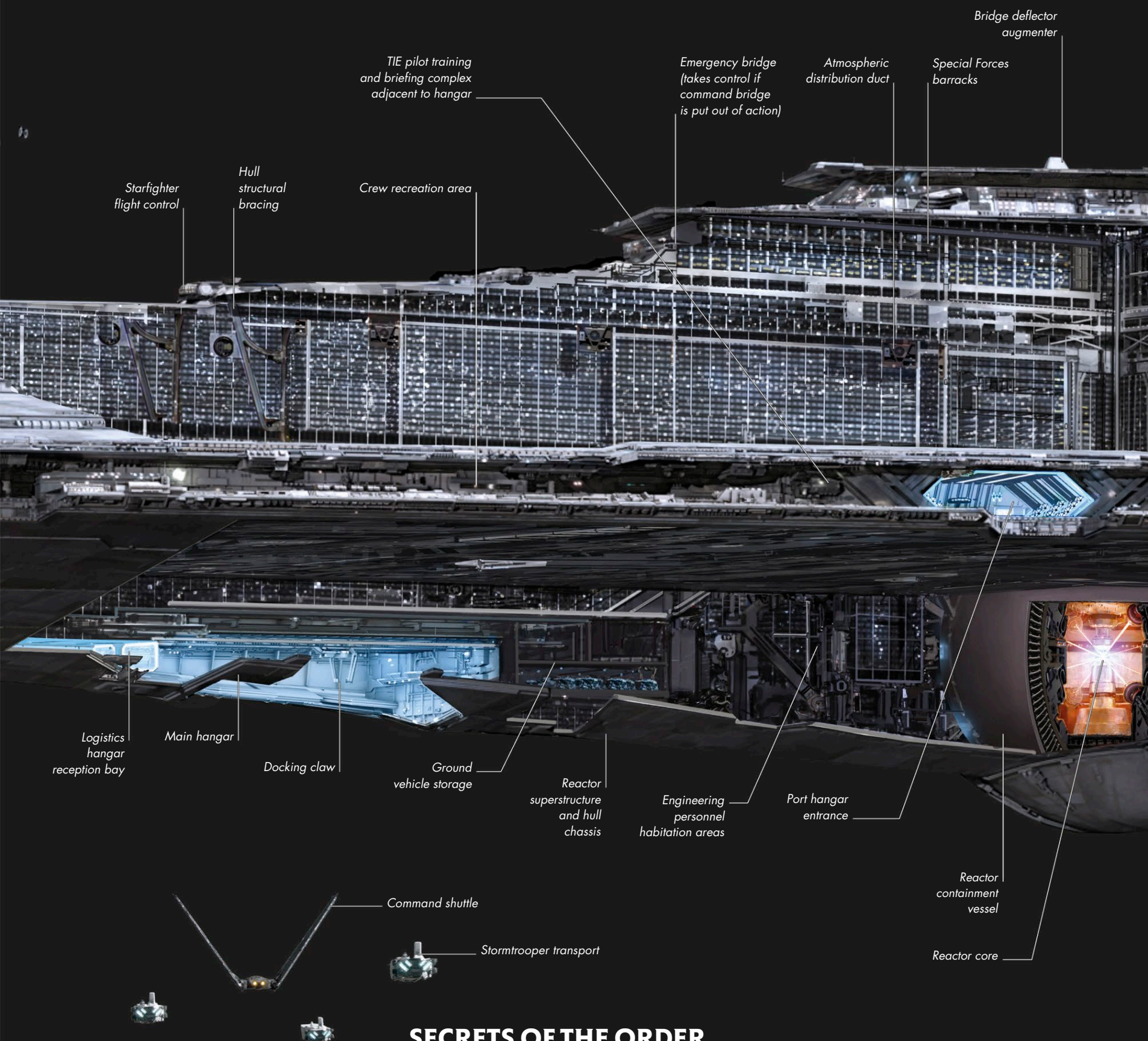
Targeting sensors



MILITARY MIGHT

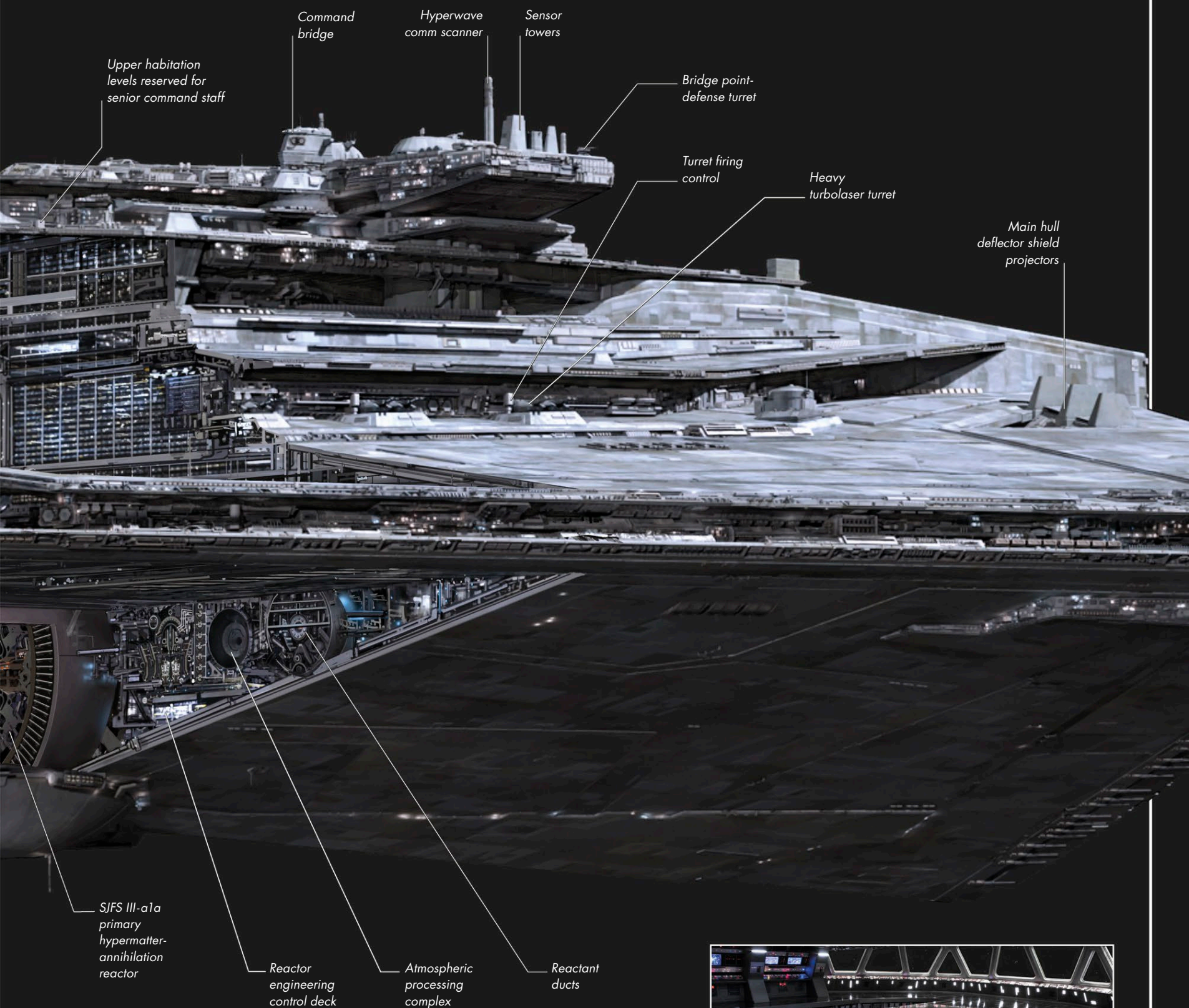
Massive turbolaser turrets and heavy ion cannons dot the flanks of the *Finalizer's* upper hull, with an additional brace of forward batteries set on either side of the bow. Designed for orbital assaults and slugging matches with enemy capital ships, these turbolasers can overload shields, punch through thick armor, and reduce planetary surfaces to molten slag. Smaller point-defense turrets and missile emplacements complement these heavy weapons, tracking more nimble enemies, while the *Finalizer's* TIEs stand ready to destroy starfighters ship to ship.

FINALIZER (CONT.)



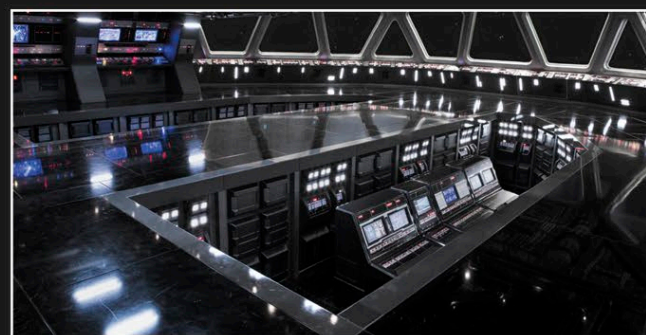
SECRETS OF THE ORDER

The *Resurgent-class*' turbolasers deliver more firepower than Imperial-era weapons and boast a faster recharge rate. This advantage stems from kyber focusing crystals harvested from a secret source deep in the Unknown Regions. Other First Order captains have clamored for upgrades to their own warships, but military-grade crystals are in short supply. Rumors abound that they are delivered to secret weapons labs, forbidden to all but the First Order's uppermost ranks.



BRIDGE PERSONNEL

First Order starship crews work closely together to ensure the smooth operation of their massive vessels. Ever mobile and immensely complex, Star Destroyers require constant attention from their personnel. As a result, each standard day is divided into six four-hour-long shifts, divided among three crew sections. Each section fosters a strong sense of unity and team identity.



The *Resurgent*-class Star Destroyers have been designed to improve upon previous Imperial blueprints. The later line of ships has a better-protected bridge compared to the exposed tower of the *Imperial*-class Star Destroyer.

REY'S SPEEDER

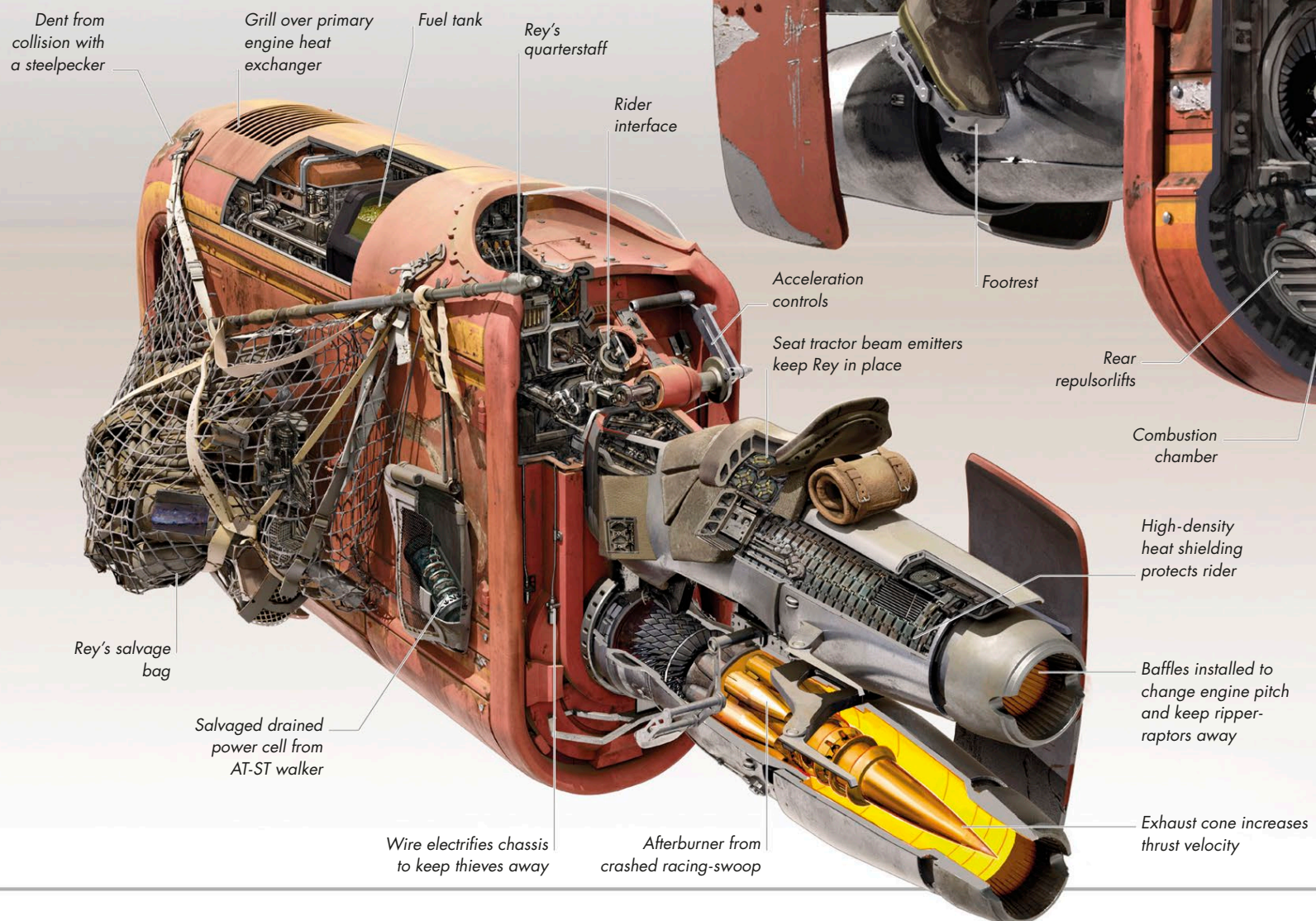
Rey's pride and joy is her custom speeder, an ungainly but powerful vehicle created using parts unearthed in the junkpiles of Niima Outpost, reclaimed from the Starship Graveyard, or acquired from Teedo traders. Armed with welding torches, hydrospanners, and bonding tape, Rey built a vehicle combining aspects of a speeder and a swoop, making use of sophisticated military hardware and civilian machinery. Rey's speeder is fast and can carry heavy loads, making it ideal for scavenging trips. The top-heavy craft would be difficult for any other pilot to control, but Rey's skills as a pilot match her genius as a mechanic.

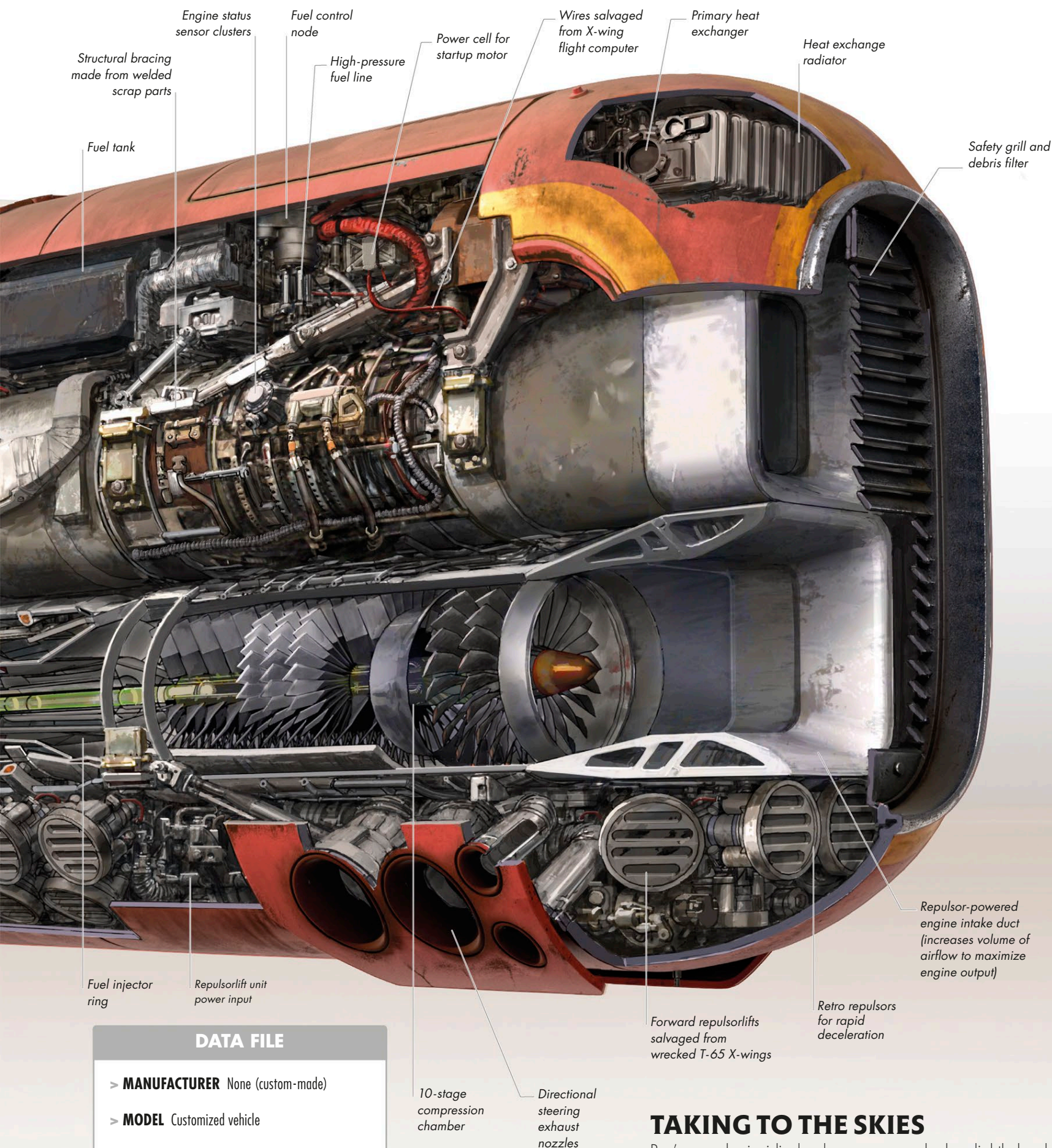
SCAVENGER SAFEGUARDS

Light-fingered scavengers are a fact of life on Jakku, and Rey knows that without her speeder she'd be even more trapped than she already is, unable to travel between the Starship Graveyard, her makeshift homestead, and Niima Outpost. Her speeder won't power up without a fingerprint scan, and she can electrify the chassis to give a powerful jolt to anyone who touches it while she's away.

HYBRID VEHICLE

At the heart of Rey's speeder are powerful twin turbojet engines reclaimed from a wrecked cargo-hauler. Rey mounted them in a stacked configuration instead of side by side, and bolted them to powered amplifier intakes from an Imperial gunship. She then customized them with racing-swoop afterburners, a modified combustion chamber, and an array of repulsorlifts taken from crashed X-wing starfighters.





DATA FILE

- > **MANUFACTURER** None (custom-made)
- > **MODEL** Customized vehicle
- > **TYPE** Repulsor bike
- > **DIMENSIONS** Length: 3.73 m (12 ft 3 in)
- > **CREW** 1 pilot
- > **WEAPONS** None
- > **AFFILIATION** Rey

TAKING TO THE SKIES

Rey's speeder is ridiculously overpowered when lightly loaded. The oversized engines give it remarkable acceleration, while the repulsorlift array lets it attain a flight ceiling akin to that of an airspeeder. When away from prying eyes, Rey lets her craft take flight, performing barrel rolls and other maneuvers that push both her speeder and her piloting skills to the limit.

Solar energy
accumulator
lines

Heat exchange
matrix

Armored cover protects
solar conversion array

Subspace
communications
antenna

Phase two
converter coils

Solar
collector
power lines

Sensor
array

Flight
controls

Cannon
housing

Laser cannon
assembly

Targeting sensor
optics

NEW TECHNOLOGIES

The Empire was a centralized and powerful war machine, able to build both massive capital ships and countless starfighters. Though more limited in resources, First Order engineers thrive under a less bureaucratic regime: Technological innovations that might have run afoul of Imperial bureaucracy or interservice squabbling now have an easier path to production. Ships such as the TIE resemble their predecessors, but technological advances make them far more deadly.

Solar array
bracing spar

Ultra-high-
efficiency
girondium-colum
solar cells

Solar array
wing

Access hatch

Top transparistee
viewport

Cockpit
display

Shield
generator

Transparistee
main viewport

Sienar-Jaemus
Fleet Systems
L-s9.6 laser
cannon

Torplex flight
computer

High-pressure
radioactive gas
fuel tank

Fuel tank
cover

Fuel recharge
connection

DATA FILE

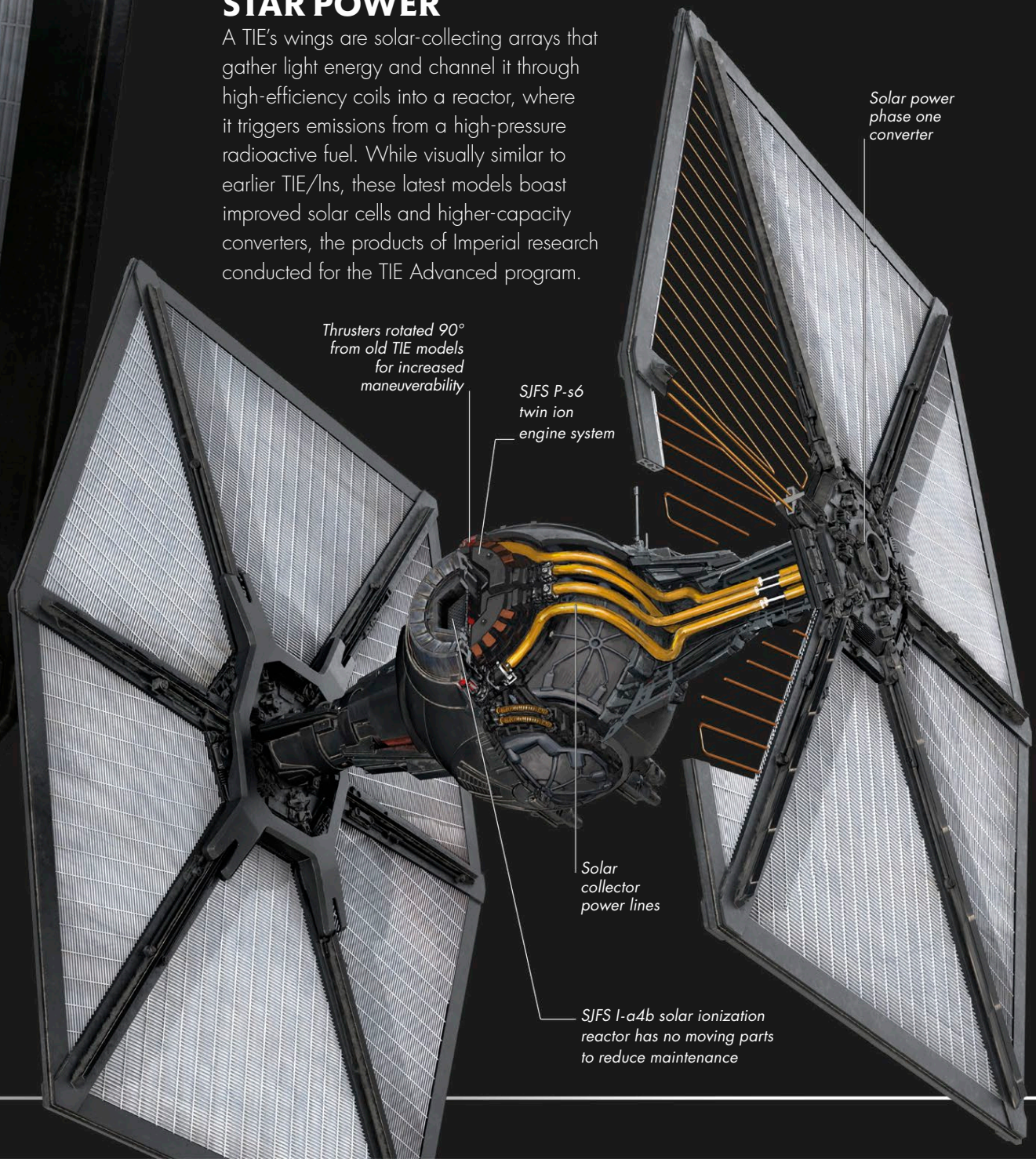
- **MANUFACTURER** Sienar-Jaemus Fleet Systems
- **MODEL** TIE/fo space superiority fighter
- **TYPE** Starfighter
- **DIMENSIONS** Length: 6.69 m (21 ft 11 in); width: 6.34 m (20 ft 10 in); height: 8.17 m (26 ft 10 in)
- **CREW** 1 pilot
- **WEAPONS** 2 SJFS L-s9.6 laser cannons
- **AFFILIATION** First Order

FIRST ORDER TIE FIGHTER

Decades after its introduction, the TIE fighter remains a symbol of power and prestige. TIEs are primarily attack craft, using their twin ion engines to hunt down and swarm enemies. Like their Imperial ancestors, standard First Order TIEs lack hyperdrives, and thus are reserved for short-range combat missions. But where the Empire treated its pilots as expendable, the First Order values them as critical military assets. TIE cadets receive extensive training in secret flight schools far from space explored by the New Republic, and their fighters now boast onboard deflector shields to bolster their defenses.

STAR POWER

A TIE's wings are solar-collecting arrays that gather light energy and channel it through high-efficiency coils into a reactor, where it triggers emissions from a high-pressure radioactive fuel. While visually similar to earlier TIE/Ins, these latest models boast improved solar cells and higher-capacity converters, the products of Imperial research conducted for the TIE Advanced program.



SF TIE FIGHTER

The First Order's feared Special Forces have considerable resources at their disposal. These include a specialized model of TIE fighter that packs additional armament into a craft designed for long-range operations away from a base or command ship. Special Forces TIEs are two-person fighters that carry a hyperdrive and deflector shields, as well as banks of high-yield deuterium cells that provide additional power to the engines, weapons, or shields and can be recharged from the TIE's solar panels. The TIE/sf's heavy weaponry and improved defensive capabilities make it a versatile attack ship suited to a range of mission profiles, from reconnaissance to combat operations.

WEAPONS PLATFORM

The Special Forces TIE's deuterium cells drive a weapons package far more powerful than that of a TIE/fo. The TIE/sf's primary weapons are its front-facing laser cannons, but a heavy weapon turret and warhead launcher gives it a 360-degree field of fire and the ability to deliver specialized ordnance. The pilot can fire all weapons, but the turret is ideally controlled by the TIE/sf's rear-facing gunner.

Twin reactors give greater redundancy and survivability

Thrust nozzle

Starboard ion reactor

Miniaturized hyperdrive

Rear gunner's seat

Power trunking

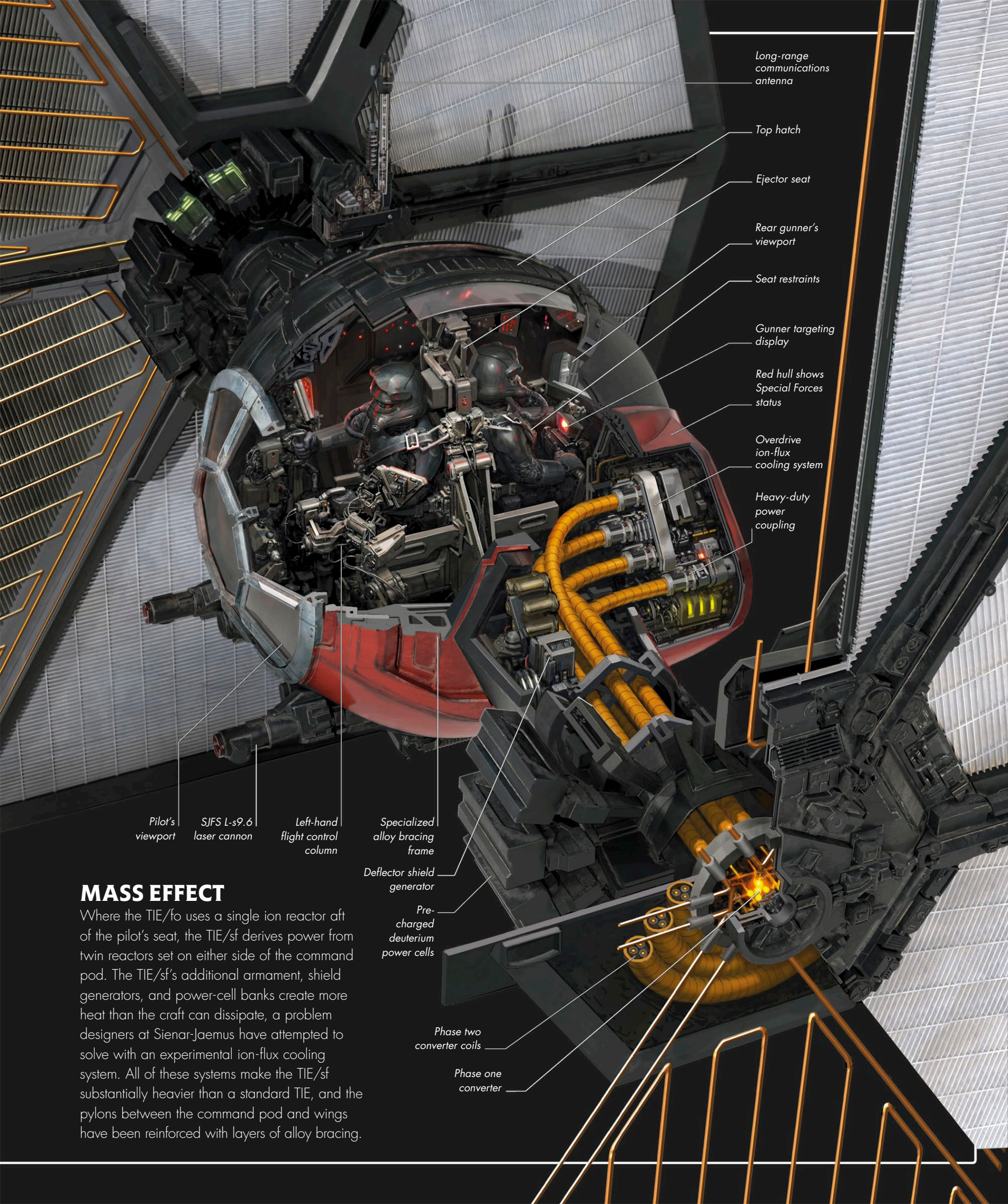
Ejector seat explosive booster

Radioactive gas fuel tank

Heavy weapon turret

DATA FILE

- > **MANUFACTURER** Sienar-Jaemus Fleet Systems
- > **MODEL** TIE/sf space superiority fighter
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 6.69 m (21 ft 11 in); width: 6.34 m (20 ft 10 in); height: 8.17 m (26 ft 10 in)
- > **CREW** 1 pilot, 1 gunner
- > **WEAPONS** 2 Sienar-Jaemus Fleet Systems L-s9.6 laser cannons, 1 SJFS Lb-14 dual heavy laser turret, 1 Kuat Drive Yards Arakyd ST7 concussion and mag-pulse warhead launcher
- > **AFFILIATION** First Order



Long-range communications antenna

Top hatch

Ejector seat

Rear gunner's viewport

Seat restraints

Gunner targeting display

Red hull shows Special Forces status

Overdrive ion-flux cooling system

Heavy-duty power coupling

Pilot's viewport

SJFS L-s9.6 laser cannon

Left-hand flight control column

Specialized alloy bracing frame

Deflector shield generator

Pre-charged deuterium power cells

Phase two converter coils

Phase one converter

MASS EFFECT

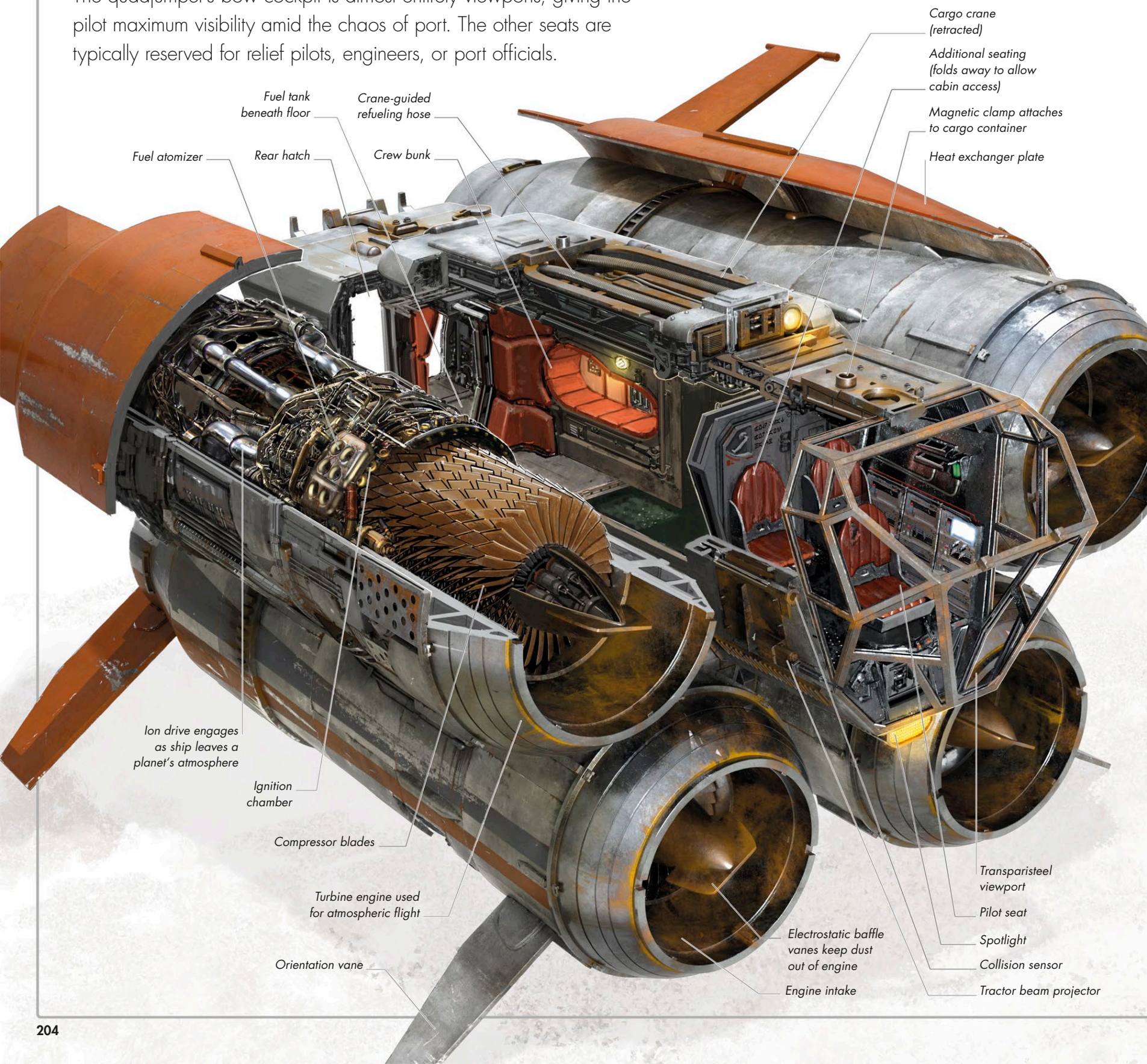
Where the TIE/fo uses a single ion reactor aft of the pilot's seat, the TIE/sf derives power from twin reactors set on either side of the command pod. The TIE/sf's additional armament, shield generators, and power-cell banks create more heat than the craft can dissipate, a problem designers at Sienar-Jaemus have attempted to solve with an experimental ion-flux cooling system. All of these systems make the TIE/sf substantially heavier than a standard TIE, and the pylons between the command pod and wings have been reinforced with layers of alloy bracing.

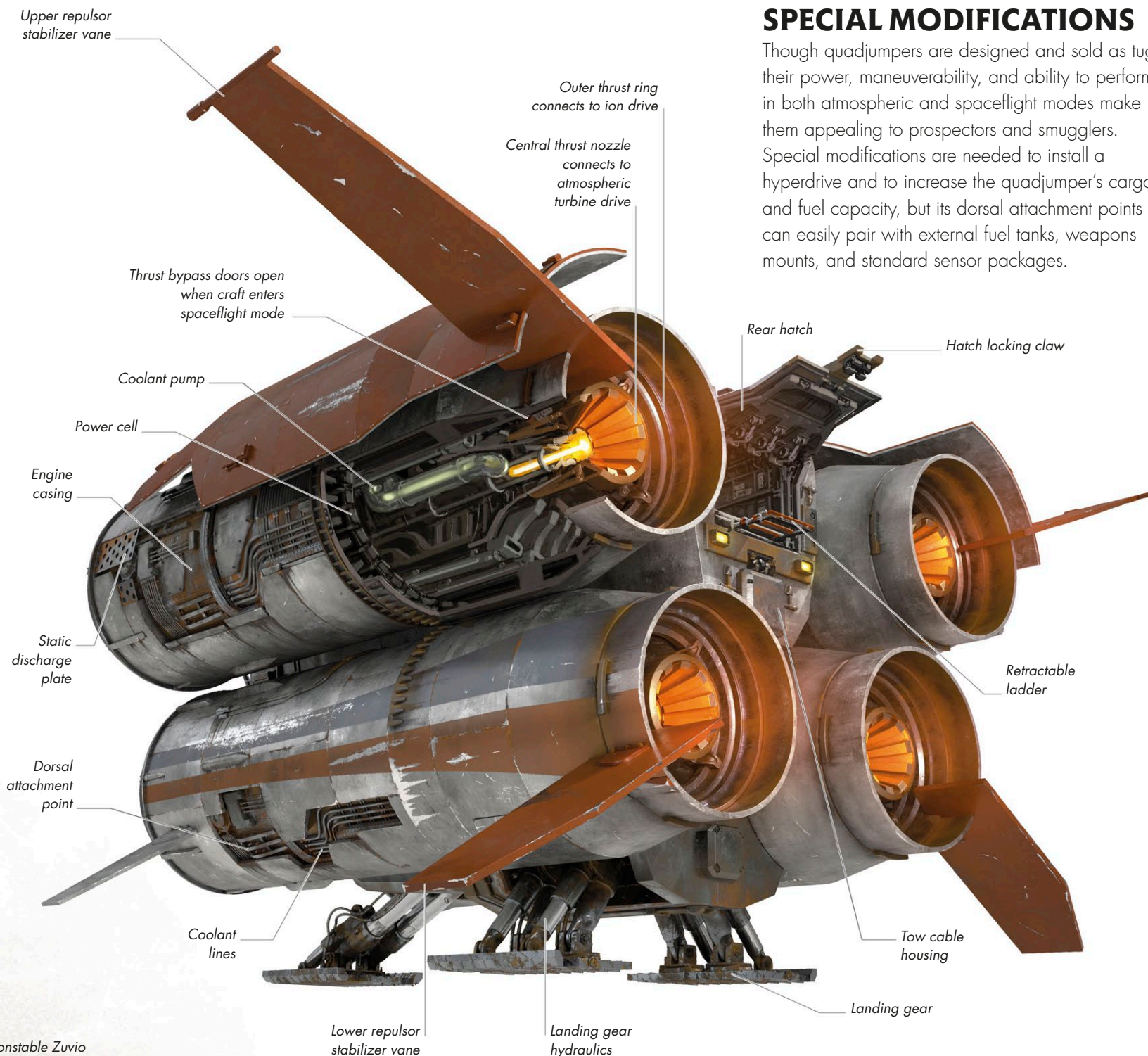
QUADJUMPER

Orbital transfer yards are busy places, where every second spent moving a freight container means credits lost from a shipping firm's bottom line. Quadjumpers attach magnetic clamps to the undersides of cargo containers, then use their quartet of massive thrusters to shove and yank the containers wherever the yard boss needs them to be. The quadjumper's bow cockpit is almost entirely viewports, giving the pilot maximum visibility amid the chaos of port. The other seats are typically reserved for relief pilots, engineers, or port officials.

A TUGGER'S LIFE

Captains of bulk freighters boast of flying from one side of the galaxy to the other, but most are helpless when it comes to seeing cargo across the final few kilometers between their hulls and their customers' hands. That job falls to spacetug pilots, and depends on their skill with throttles, control yokes, and tractor-beam emitters. Spacetug pilots are noticed only when they're in the way, and take perverse pride in that fact.





SPECIAL MODIFICATIONS

Though quadjumpers are designed and sold as tugs, their power, maneuverability, and ability to perform in both atmospheric and spaceflight modes make them appealing to prospectors and smugglers. Special modifications are needed to install a hyperdrive and to increase the quadjumper's cargo and fuel capacity, but its dorsal attachment points can easily pair with external fuel tanks, weapons mounts, and standard sensor packages.

Constable Zuvio
of the Niima
Outpost Militia



Unkar Plutt

BIG PLANS?

Jakku is light-years from the nearest transfer yard—the Empire's orbital facilities were reserved for military use, and blasted into scrap decades ago. So what is an unmodified quadjumper doing out on the edge of the Unknown Regions? Junk dealer Unkar Plutt is planning to buy it from a team of junk haulers who moonlight as arms dealers, and talks vaguely of how credits will roll in once his plans for the craft are set in motion. In the meantime, the quadjumper sits in Niima Outpost's Bay 3, next to the freighter Unkar keeps beneath a tarp.

DATA FILE

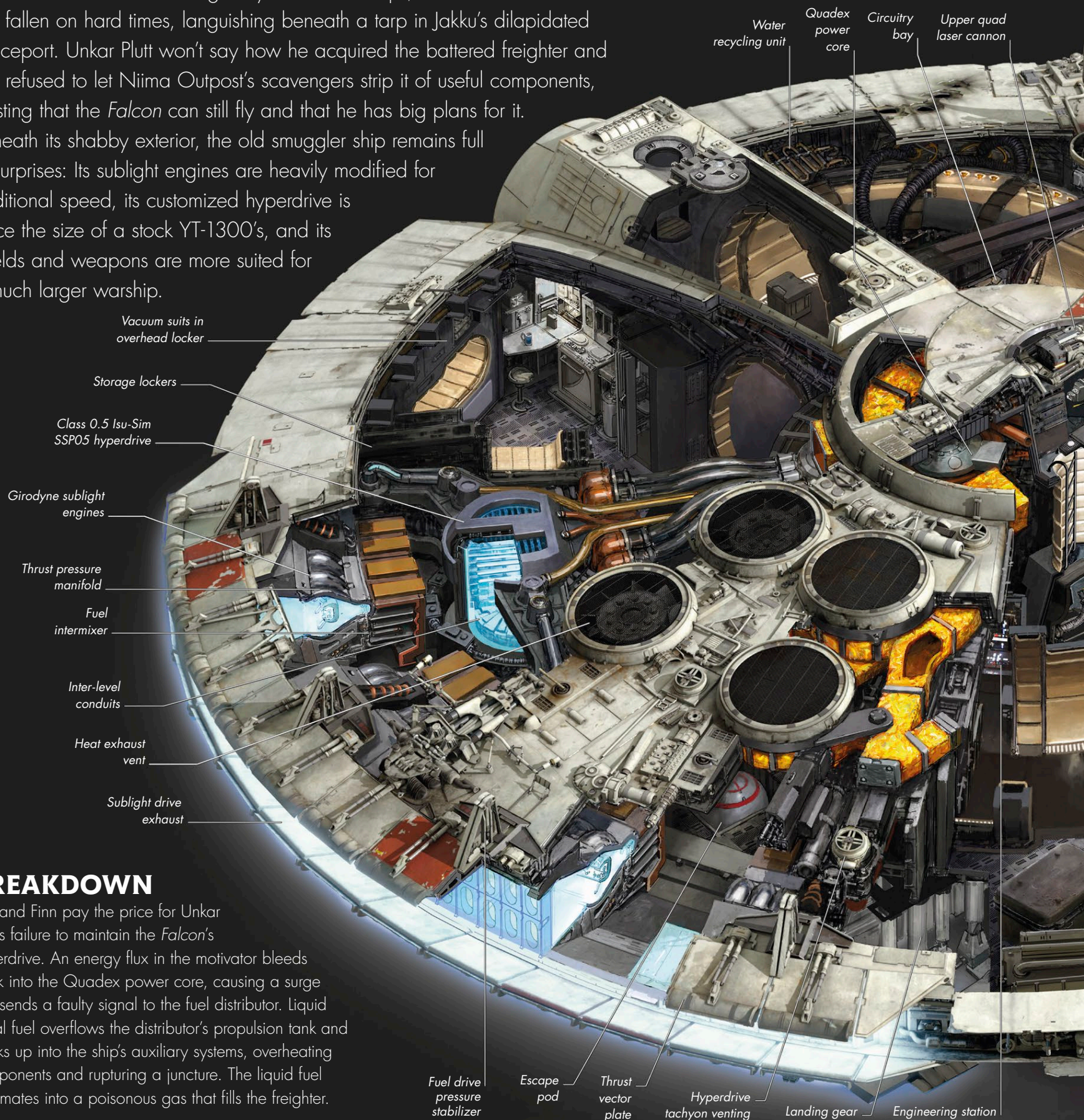
- > **MANUFACTURER** Subpro
- > **MODEL** Quadrijet transfer spacetug
- > **TYPE** Hauler
- > **DIMENSIONS** Length: 7.98 m (26 ft 2 in)
- > **CREW** 1 pilot (plus 2 passengers)
- > **WEAPONS** None
- > **AFFILIATION** None

MILLENNIUM FALCON

Once famous as one of the galaxy's fastest starships, the *Millennium Falcon* has fallen on hard times, languishing beneath a tarp in Jakku's dilapidated spaceport. Unkar Plutt won't say how he acquired the battered freighter and has refused to let Niima Outpost's scavengers strip it of useful components, insisting that the *Falcon* can still fly and that he has big plans for it. Beneath its shabby exterior, the old smuggler ship remains full of surprises: Its sublight engines are heavily modified for additional speed, its customized hyperdrive is twice the size of a stock YT-1300's, and its shields and weapons are more suited for a much larger warship.

NEW PARTS

The *Falcon*'s military-grade rectenna snapped off during the Battle of Endor and has been replaced with a civilian model Corellian Engineering Corporation sensor dish, degrading the freighter's ability to detect and target hostile ships.

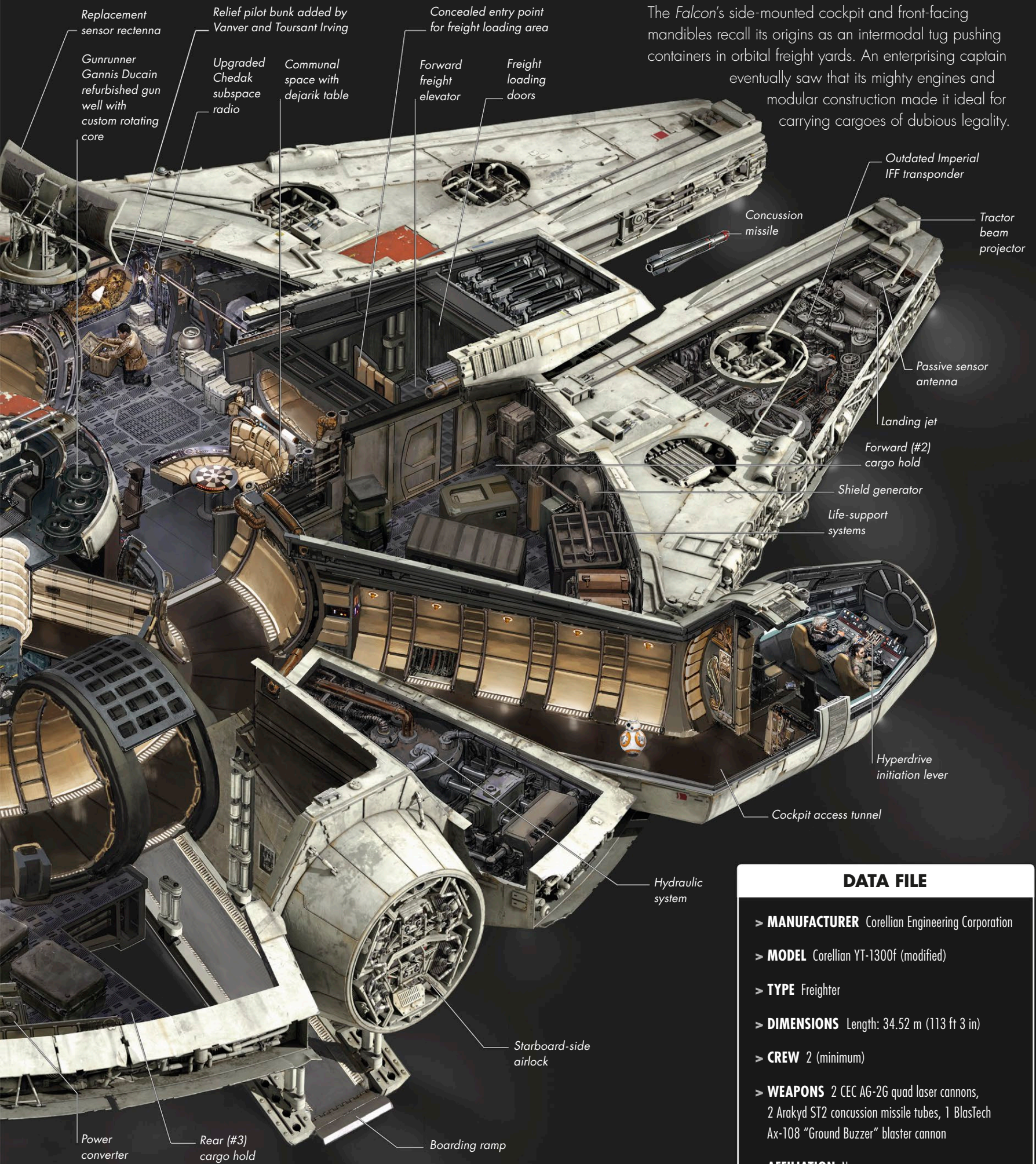


BREAKDOWN

Rey and Finn pay the price for Unkar Plutt's failure to maintain the *Falcon*'s hyperdrive. An energy flux in the motivator bleeds back into the Quadex power core, causing a surge that sends a faulty signal to the fuel distributor. Liquid metal fuel overflows the distributor's propulsion tank and backs up into the ship's auxiliary systems, overheating components and rupturing a juncture. The liquid fuel sublimates into a poisonous gas that fills the freighter.

HUMBLE ORIGINS

The *Falcon's* side-mounted cockpit and front-facing mandibles recall its origins as an intermodal tug pushing containers in orbital freight yards. An enterprising captain eventually saw that its mighty engines and modular construction made it ideal for carrying cargoes of dubious legality.



DATA FILE

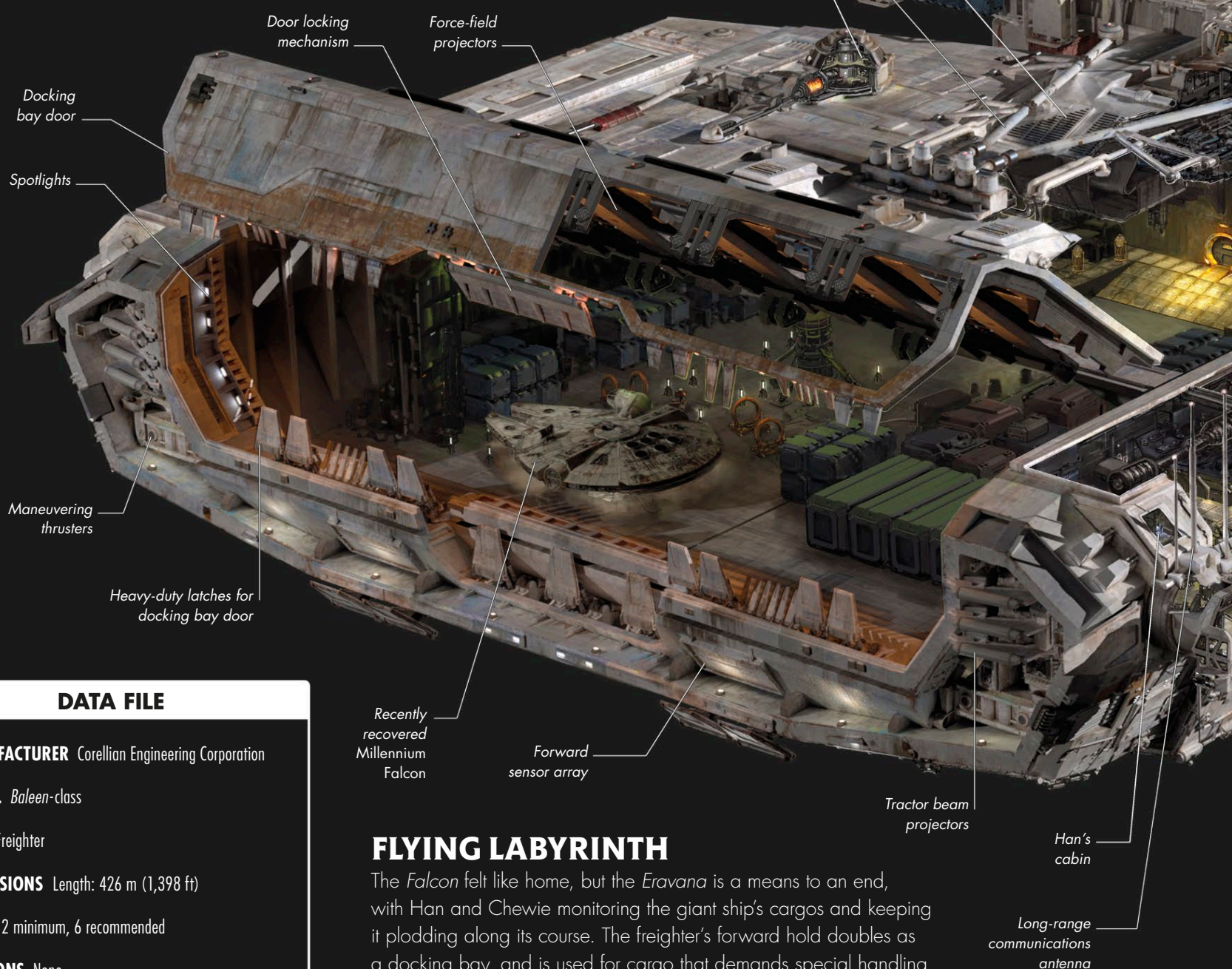
- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** Corellian YT-1300f (modified)
- > **TYPE** Freighter
- > **DIMENSIONS** Length: 34.52 m (113 ft 3 in)
- > **CREW** 2 (minimum)
- > **WEAPONS** 2 CEC AG-2G quad laser cannons, 2 Arakyd ST2 concussion missile tubes, 1 BlasTech Ax-108 "Ground Buzzer" blaster cannon
- > **AFFILIATION** None

ERAVANA

The galaxy remembers Han Solo and Chewbacca as the daredevil pilots of the *Millennium Falcon*, equally legendary as smugglers and rebel heroes. But that was a long time ago. The *Falcon* is gone, and has eluded every attempt by its former owners to track it down. Han and Chewie now operate the *Eravana*, a massive bulk freighter that handles like a concussed bantha. The Corellian and the Wookiee have made a fair amount of credits with their new ship, crisscrossing the galaxy carrying everything from bulk consumables needed by remote colonies to exotic fauna desired by wealthy collectors. They have also made more than a few enemies—the inevitable consequence of Han's dubious business practices.

MOVING CARGO

Essential to commerce, bulk freighters—such as the *Baleen-class*—move huge amounts of cargo across the galaxy. Built in orbital shipyards, they almost never enter a planet's atmosphere, docking instead at space stations and transfer yards to load and unload cargo. Most bulk freighters are owned by corporations, as few independent captains have the credits to acquire and maintain these giant craft.

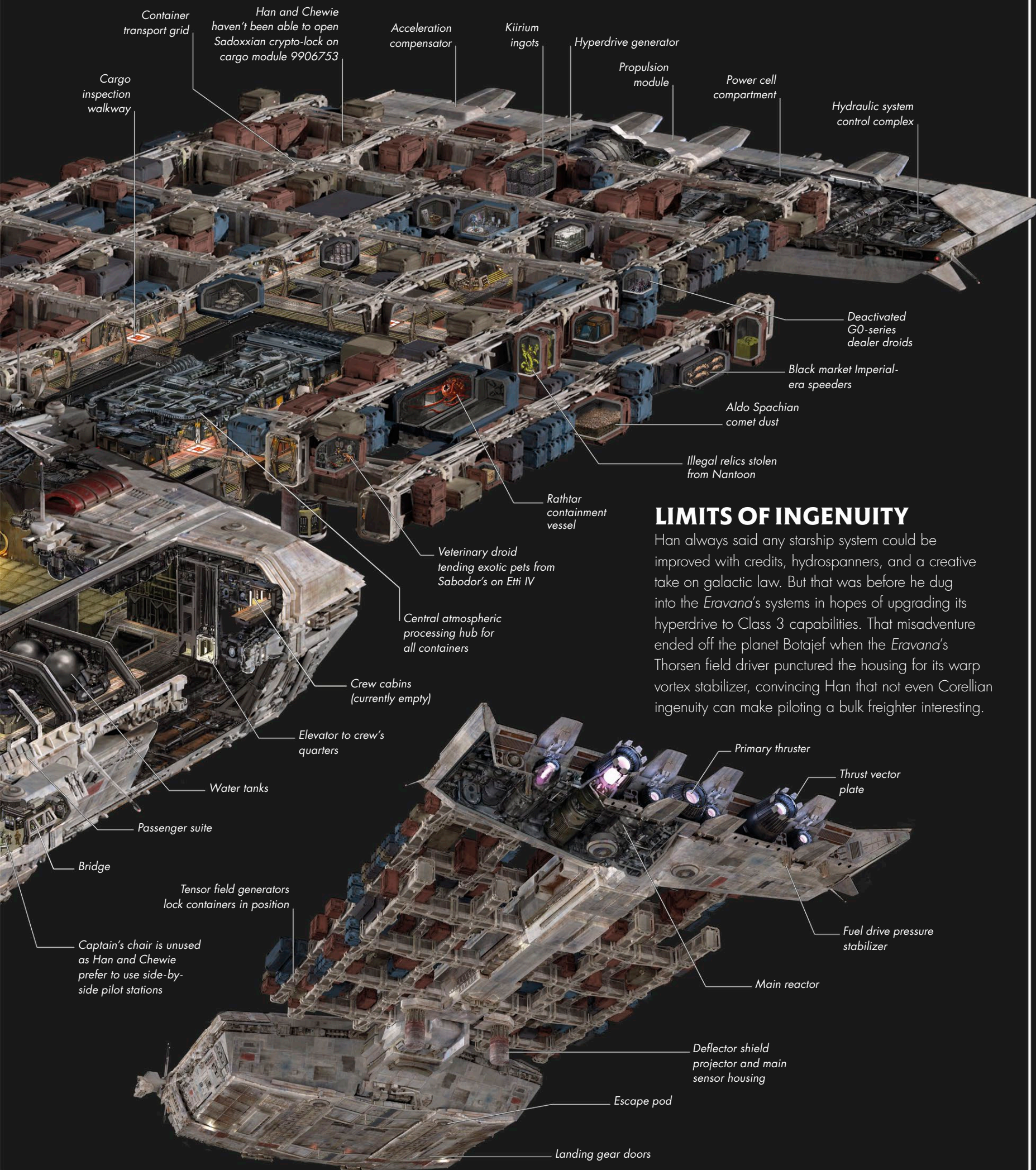


DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** *Baleen-class*
- > **TYPE** Freighter
- > **DIMENSIONS** Length: 426 m (1,398 ft)
- > **CREW** 2 minimum, 6 recommended
- > **WEAPONS** None
- > **AFFILIATION** None

FLYING LABYRINTH

The *Falcon* felt like home, but the *Eravana* is a means to an end, with Han and Chewie monitoring the giant ship's cargos and keeping it plodding along its course. The freighter's forward hold doubles as a docking bay, and is used for cargo that demands special handling. Everything else is housed in containers attached to the transport grid between the bow section and engines—a sprawling labyrinth of goods bound for distant starports.



Container transport grid

Han and Chewie haven't been able to open Sadoxxian crypto-lock on cargo module 9906753

Acceleration compensator

Kiirium ingots

Hyperdrive generator

Propulsion module

Power cell compartment

Hydraulic system control complex

Cargo inspection walkway

Deactivated G0-series dealer droids

Black market Imperial-era speeders

Aldo Spachian comet dust

Illegal relics stolen from Nantoon

Rathtar containment vessel

Veterinary droid tending exotic pets from Sabodor's on Etti IV

Central atmospheric processing hub for all containers

Crew cabins (currently empty)

Elevator to crew's quarters

Water tanks

Passenger suite

Bridge

Captain's chair is unused as Han and Chewie prefer to use side-by-side pilot stations

Tensor field generators lock containers in position

Primary thruster

Thrust vector plate

Fuel drive pressure stabilizer

Main reactor

Deflector shield projector and main sensor housing

Escape pod

Landing gear doors

LIMITS OF INGENUITY

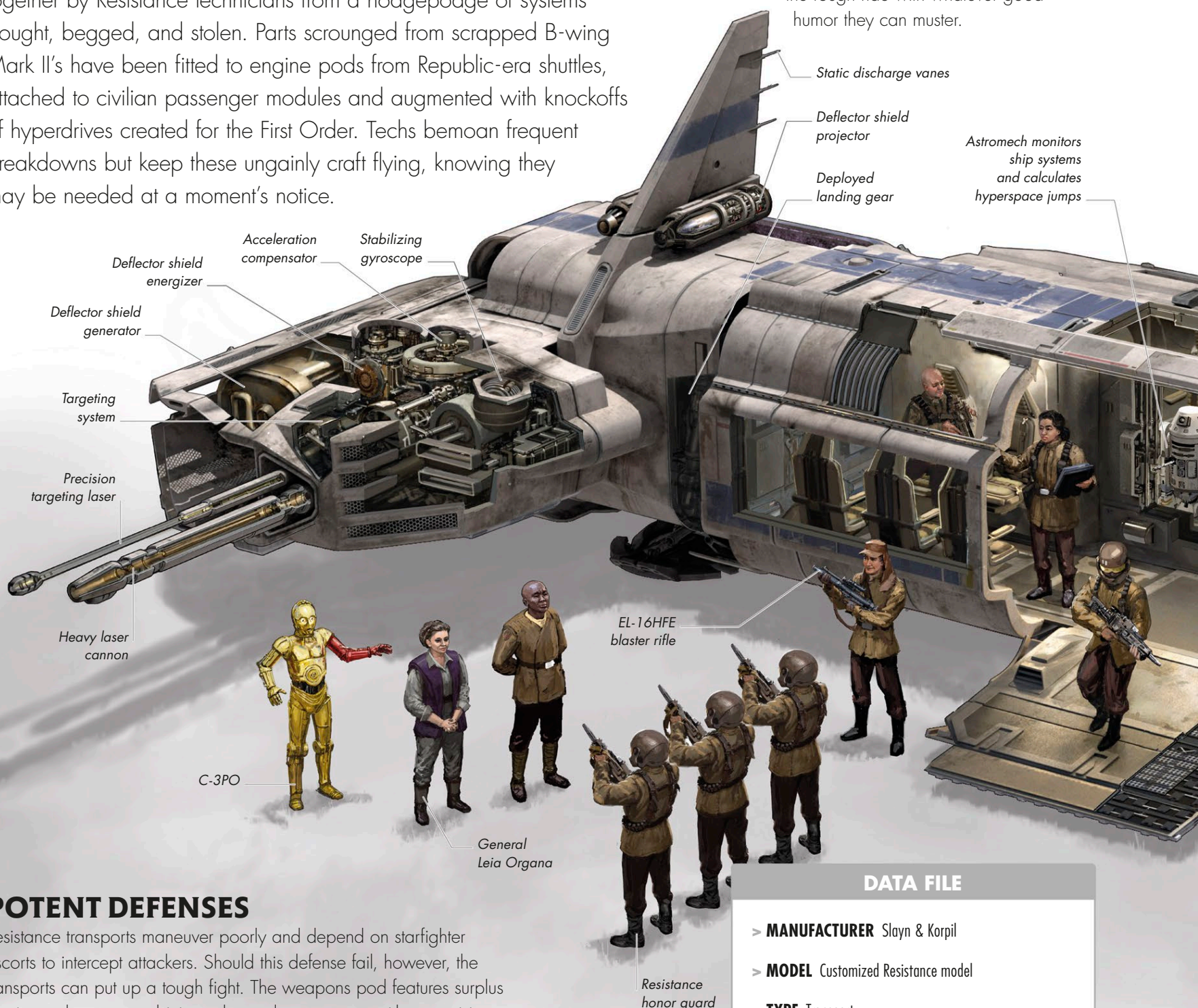
Han always said any starship system could be improved with credits, hydrospanners, and a creative take on galactic law. But that was before he dug into the *Eravana's* systems in hopes of upgrading its hyperdrive to Class 3 capabilities. That misadventure ended off the planet Botajef when the *Eravana's* Thorsen field driver punctured the housing for its warp vortex stabilizer, convincing Han that not even Corellian ingenuity can make piloting a bulk freighter interesting.

RESISTANCE TRANSPORT

The odd appearance of the Resistance's transports reflects their unorthodox origins and construction. The craft have been cobbled together by Resistance technicians from a hodgepodge of systems bought, begged, and stolen. Parts scrounged from scrapped B-wing Mark II's have been fitted to engine pods from Republic-era shuttles, attached to civilian passenger modules and augmented with knockoffs of hyperdrives created for the First Order. Techs bemoan frequent breakdowns but keep these ungainly craft flying, knowing they may be needed at a moment's notice.

CIVILIAN COMPARTMENTS

Resistance transport passengers ride inside two modular compartments connected and encased within a shell of surplus hull plating. Such compartments are commonly found in a variety of configurations aboard freighters and cut-rate starliners catering to travelers on a tight budget. Resistance troops and commanders alike share space with gear lockers and astromech droids, enduring the rough ride with whatever good humor they can muster.

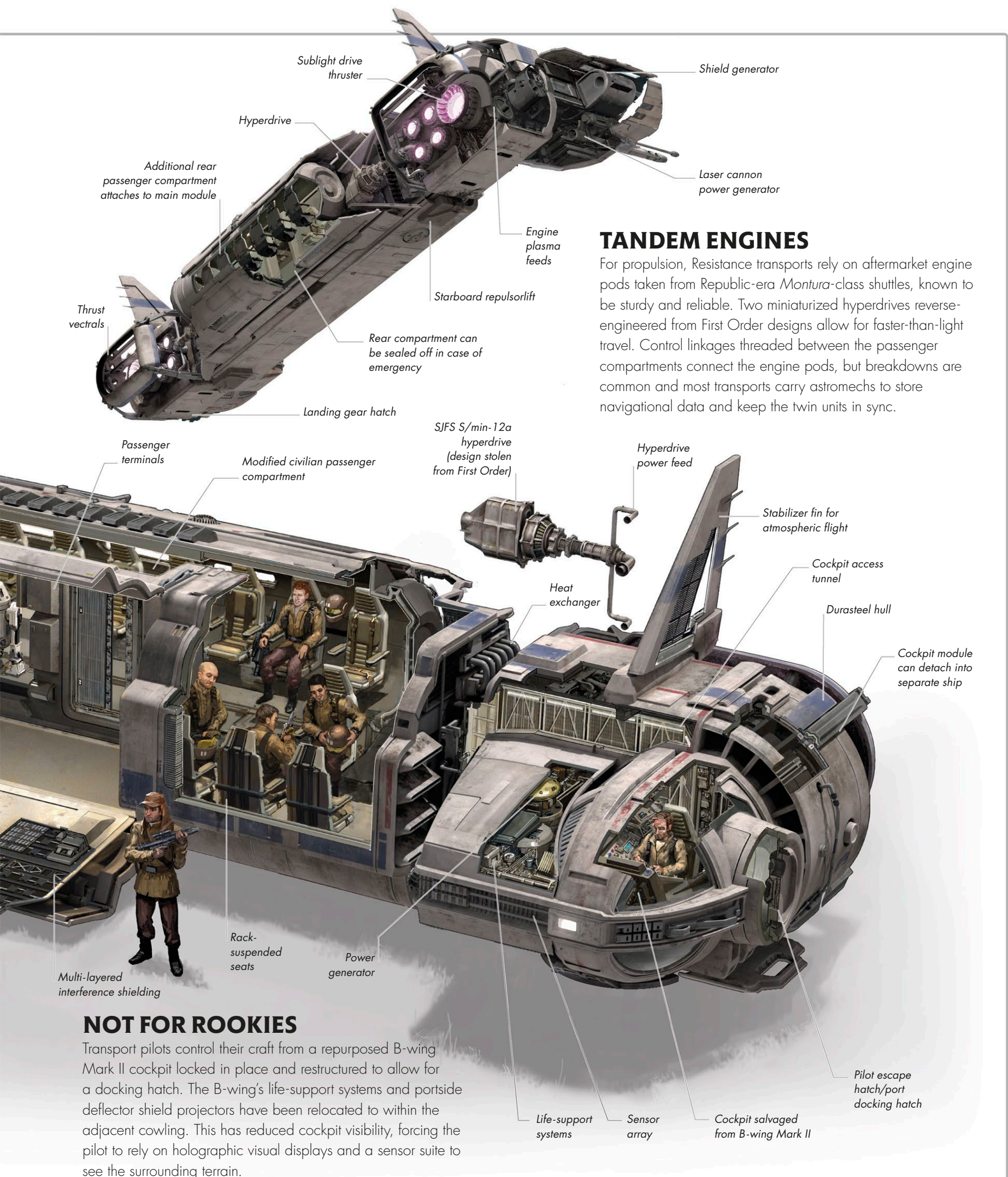


POTENT DEFENSES

Resistance transports maneuver poorly and depend on starfighter escorts to intercept attackers. Should this defense fail, however, the transports can put up a tough fight. The weapons pod features surplus B-wing ordnance, combining a heavy laser cannon with a precision targeting laser. Some transports add an ion cannon and proton torpedo launcher to this pod, and a mount beneath the cockpit can accommodate two auto-blasters. Deflector shield projectors removed from B-wing nacelles protect the cockpit and weapons pod, with their overlapping fields shielding the passenger compartments.

DATA FILE

- > **MANUFACTURER** Slayn & Korpil
- > **MODEL** Customized Resistance model
- > **TYPE** Transport
- > **DIMENSIONS** Width: 16.18 m (53 ft 1 in)
- > **CREW** 1 pilot (plus up to 20 passengers)
- > **WEAPONS** 1 Gyrhil R-9X heavy laser cannon (standard)
- > **AFFILIATION** Resistance



TANDEM ENGINES

For propulsion, Resistance transports rely on aftermarket engine pods taken from Republic-era *Montura*-class shuttles, known to be sturdy and reliable. Two miniaturized hyperdrives reverse-engineered from First Order designs allow for faster-than-light travel. Control linkages threaded between the passenger compartments connect the engine pods, but breakdowns are common and most transports carry astromechs to store navigational data and keep the twin units in sync.

NOT FOR ROOKIES

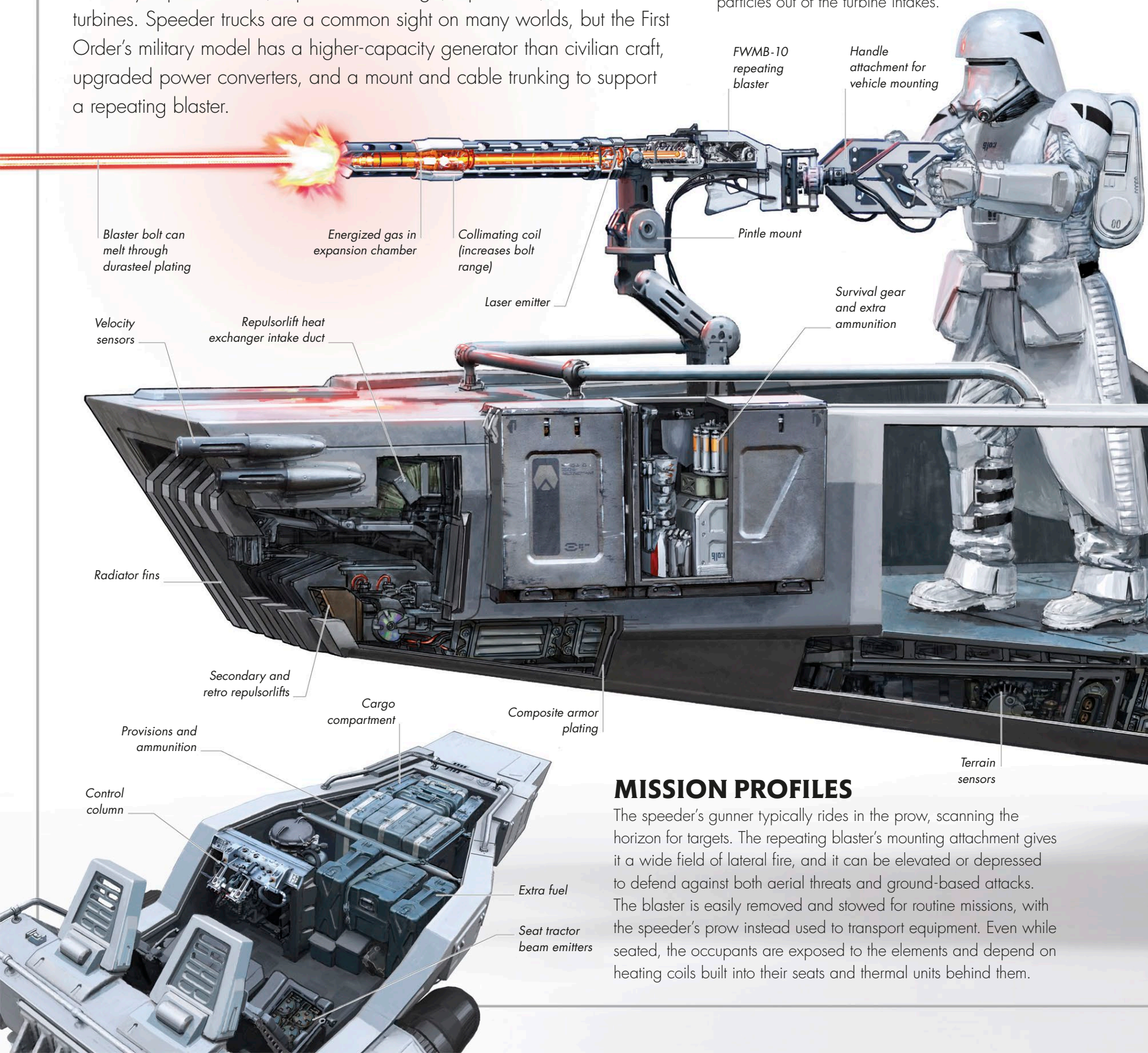
Transport pilots control their craft from a repurposed B-wing Mark II cockpit locked in place and restructured to allow for a docking hatch. The B-wing's life-support systems and portside deflector shield projectors have been relocated to within the adjacent cowling. This has reduced cockpit visibility, forcing the pilot to rely on holographic visual displays and a sensor suite to see the surrounding terrain.

FIRST ORDER SNOWSPEEDER

The First Order uses these versatile light utility vehicles for a range of missions on the Starkiller Base, from patrolling the perimeter to resupplying outlying stations. The snowspeeder is a simple and rugged model: basically a pair of seats, a platform for cargo, repulsorlifts, and two turbines. Speeder trucks are a common sight on many worlds, but the First Order's military model has a higher-capacity generator than civilian craft, upgraded power converters, and a mount and cable trunking to support a repeating blaster.

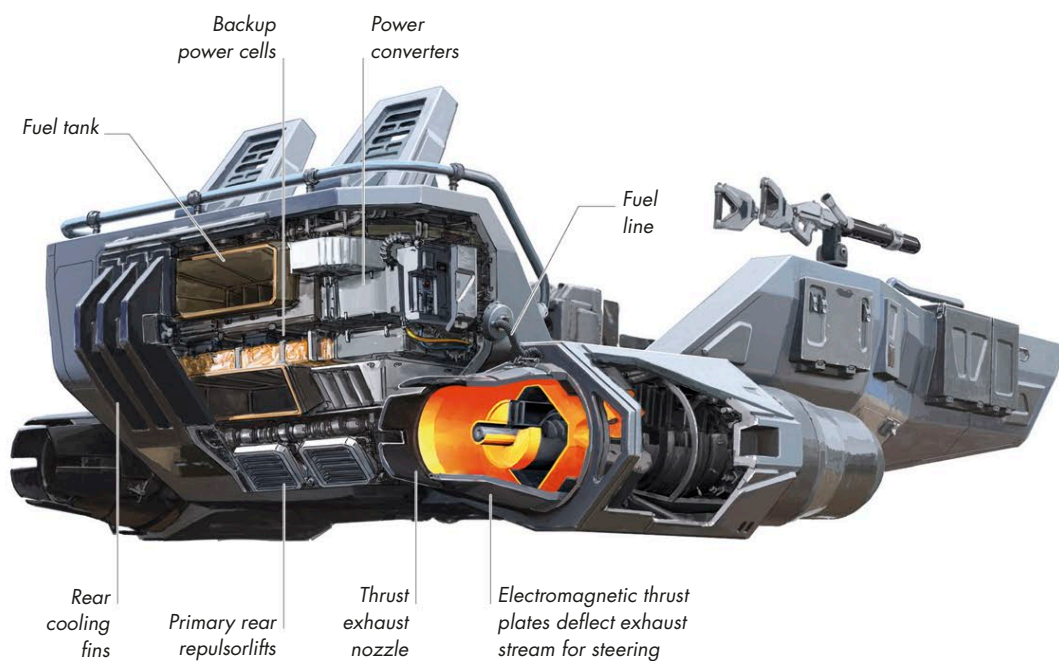
TOUGH ENOUGH

Temperature extremes are tough conditions for repulsorlift craft. Radiator fins dissipate the heat produced by power generators, but can fail to keep up in hot climates and shed too much heat in cold ones, resulting in generators burning out or locking up. The rugged snowspeeder required little adaptation for the Starkiller Base, however: Its radiator fins were insulated to dampen the heat exchange and electrostatic baffles were added to keep ice particles out of the turbine intakes.



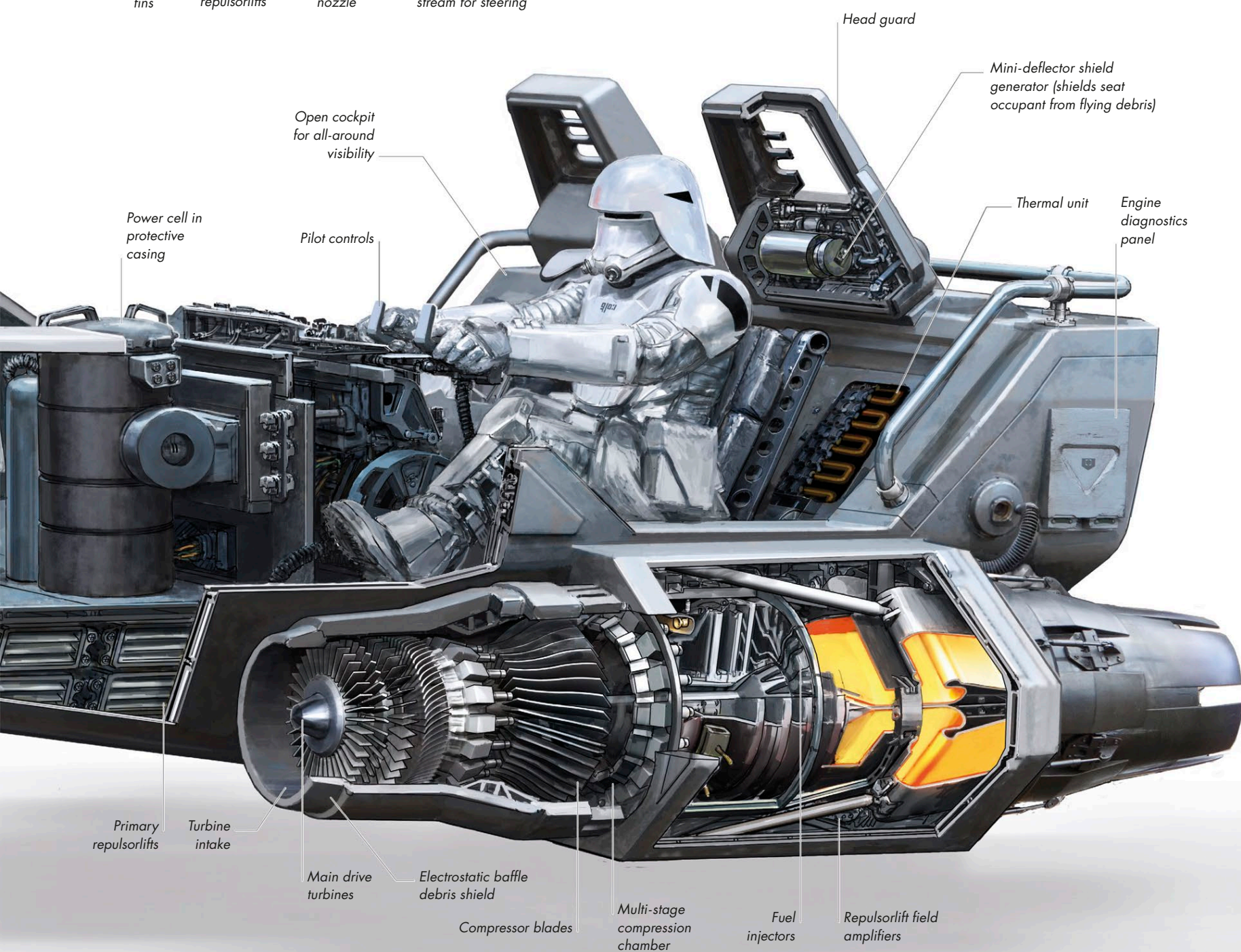
MISSION PROFILES

The speeder's gunner typically rides in the prow, scanning the horizon for targets. The repeating blaster's mounting attachment gives it a wide field of lateral fire, and it can be elevated or depressed to defend against both aerial threats and ground-based attacks. The blaster is easily removed and stowed for routine missions, with the speeder's prow instead used to transport equipment. Even while seated, the occupants are exposed to the elements and depend on heating coils built into their seats and thermal units behind them.



DATA FILE

- > **MANUFACTURER** Aratech-Loratus Corporation
- > **MODEL** Light Infantry Utility Vehicle (LIUV)
- > **TYPE** Landspeeder
- > **DIMENSIONS** Length: 5.33 m (17 ft 6 in)
- > **CREW** 2 (standard complement) or 3 (maximum)
- > **WEAPONS** 1 FWMB-10 repeating blaster
- > **AFFILIATION** First Order

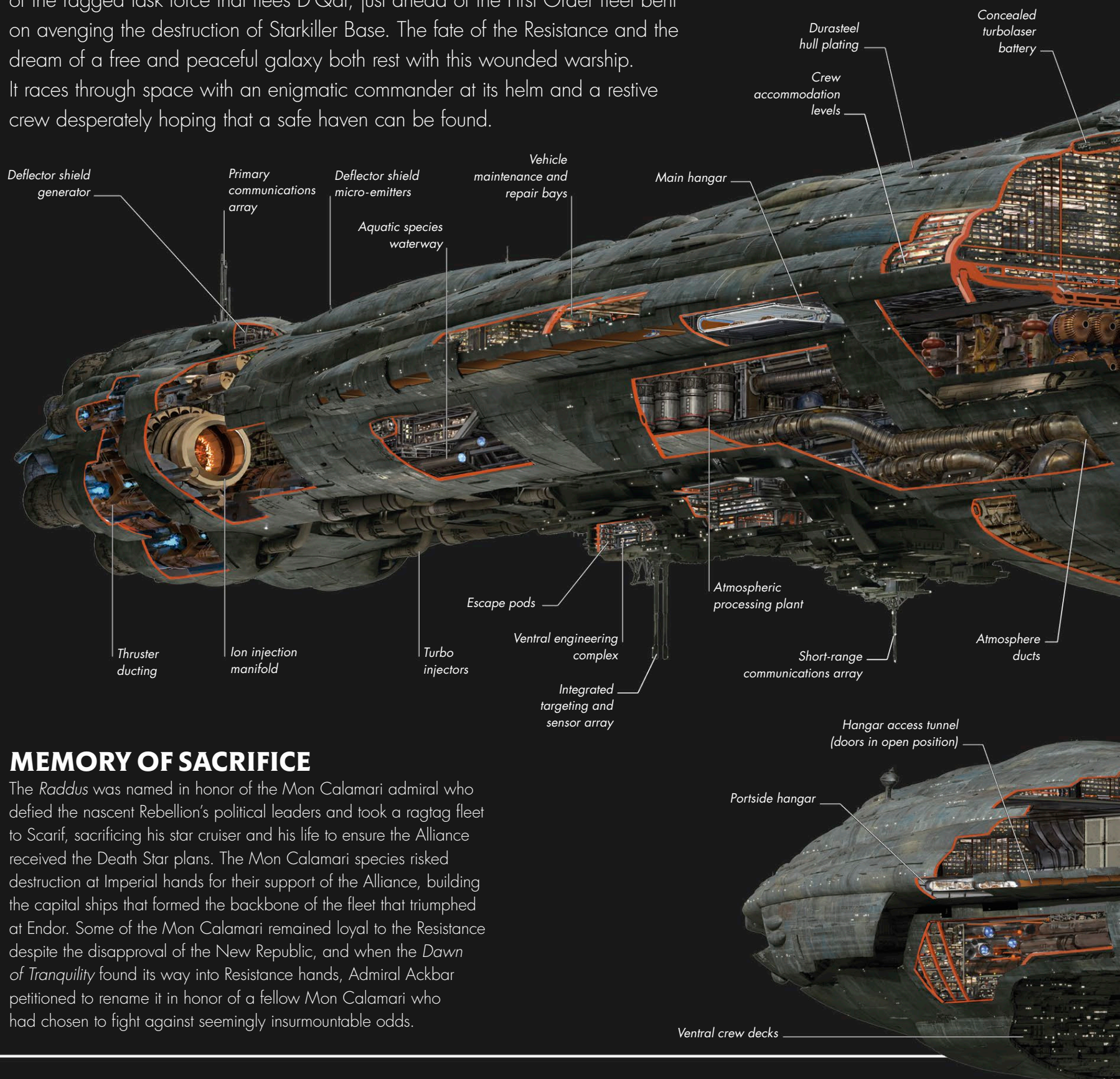


RADDUS

The pride of the Resistance, the *Raddus* is a mobile command center for General Leia Organa and a symbol of the struggle for galactic freedom. Its name celebrates one of the Rebellion's earliest heroes, while its construction incorporates contributions from different shipyards and species. The *Raddus* serves as a carrier for the Resistance's hastily reconstituted starfighter corps. It is also the flagship of the ragged task force that flees D'Qar, just ahead of the First Order fleet bent on avenging the destruction of Starkiller Base. The fate of the Resistance and the dream of a free and peaceful galaxy both rest with this wounded warship. It races through space with an enigmatic commander at its helm and a restive crew desperately hoping that a safe haven can be found.

RAISED SHIELDS

The advanced deflector shields that cocoon the *Raddus* are an experimental design, capable of sustaining huge amounts of damage before failing. Though their heavy pummeling by the First Order makes structural damage inevitable, most other ships would have been destroyed long before this point.



MEMORY OF SACRIFICE

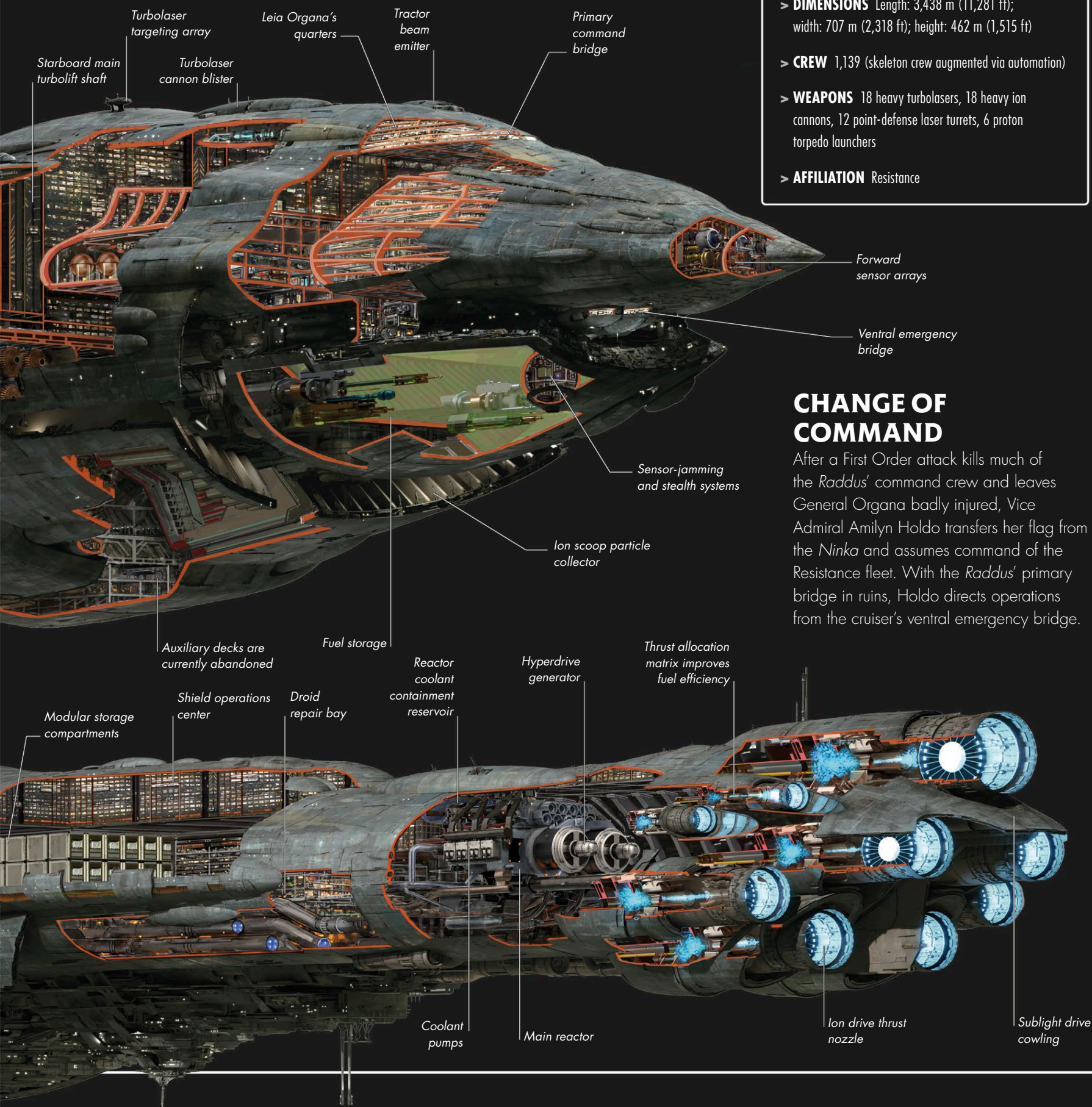
The *Raddus* was named in honor of the Mon Calamari admiral who defied the nascent Rebellion's political leaders and took a ragtag fleet to Scarif, sacrificing his star cruiser and his life to ensure the Alliance received the Death Star plans. The Mon Calamari species risked destruction at Imperial hands for their support of the Alliance, building the capital ships that formed the backbone of the fleet that triumphed at Endor. Some of the Mon Calamari remained loyal to the Resistance despite the disapproval of the New Republic, and when the *Dawn of Tranquility* found its way into Resistance hands, Admiral Ackbar petitioned to rename it in honor of a fellow Mon Calamari who had chosen to fight against seemingly insurmountable odds.

NEW OWNERSHIP

Originally named the *Dawn of Tranquility*, the *Raddus* once formed part of the New Republic's home fleet, but was decommissioned early—a move made with one eye on treaties limiting heavy warships and another on being able to reduce navy personnel. For the MC85 line, the Mon Calamari worked with the venerable Corellian Engineering Corporation to create interiors more amenable to non-amphibious crews. This has allowed the Resistance to avoid costly retrofits.

DATA FILE

- > **MANUFACTURER** Mon Calamari Shipyards/
Corellian Engineering Corporation
- > **MODEL** MC85
- > **TYPE** Star Cruiser
- > **DIMENSIONS** Length: 3,438 m (11,281 ft);
width: 707 m (2,318 ft); height: 462 m (1,515 ft)
- > **CREW** 1,139 (skeleton crew augmented via automation)
- > **WEAPONS** 18 heavy turbolasers, 18 heavy ion
cannons, 12 point-defense laser turrets, 6 proton
torpedo launchers
- > **AFFILIATION** Resistance



CHANGE OF COMMAND

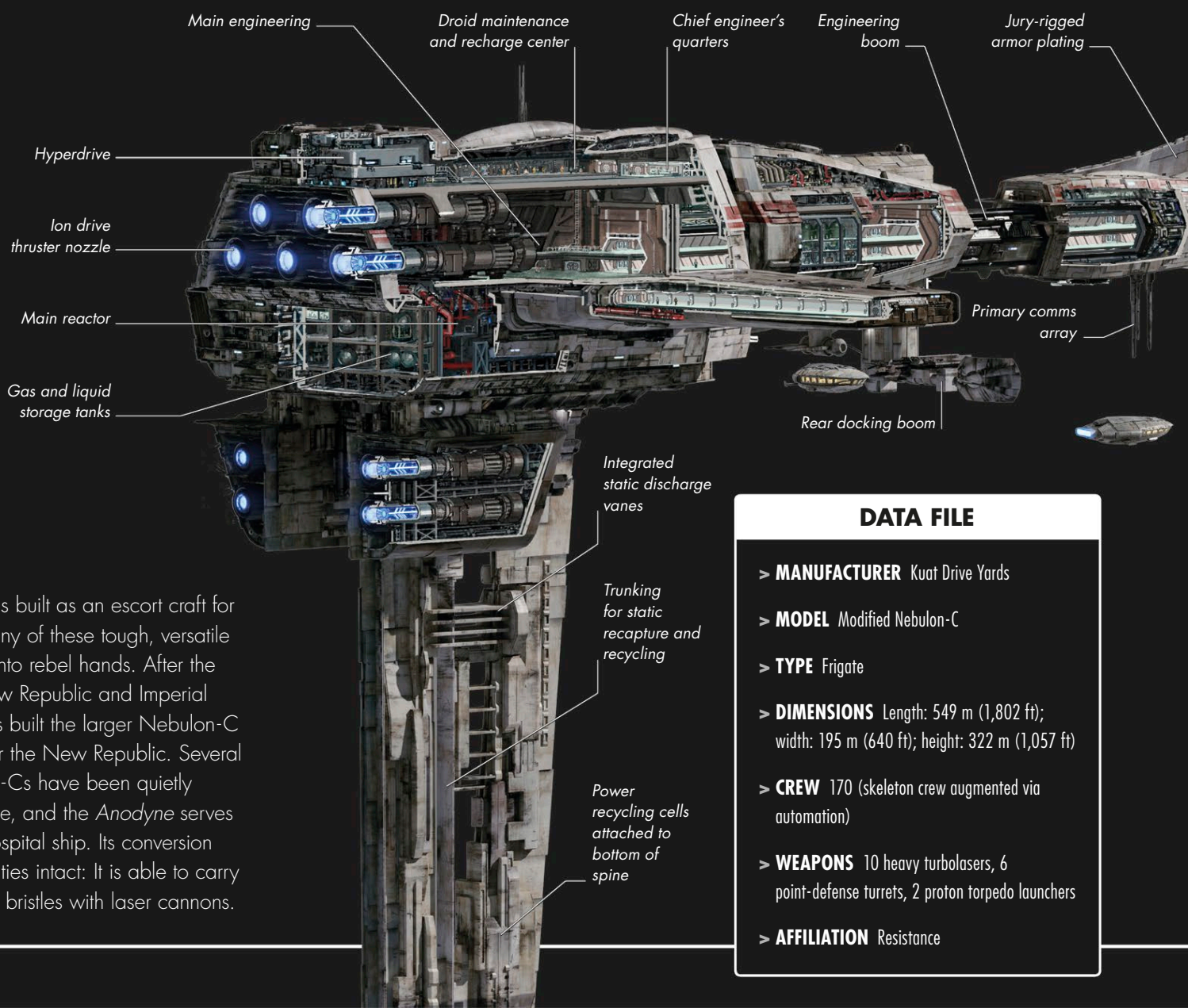
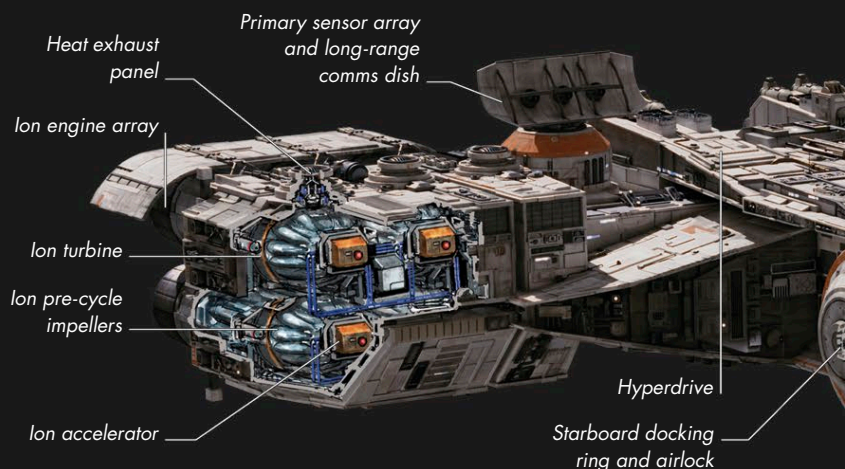
After a First Order attack kills much of the *Raddus*' command crew and leaves General Organa badly injured, Vice Admiral Amilyn Holdo transfers her flag from the *Ninka* and assumes command of the Resistance fleet. With the *Raddus*' primary bridge in ruins, Holdo directs operations from the cruiser's ventral emergency bridge.

RESISTANCE CAPITAL SHIPS

The Resistance fleet is barely worthy of the name: four capital ships, a handful of support craft, and a few squadrons of bombers and starfighters. But Leia Organa's movement has always relied on assets not recorded in an order of battle—local allies, a capable spy network, and clandestine support from the New Republic allowed it to keep tabs on the First Order. As Organa and her old friend Admiral Holdo remind impatient Resistance commanders, the Rebel Alliance triumphed because it stood for freedom and peace, a cause more powerful than any starfleet. But with the New Republic decapitated and in ruins, that philosophy faces a brutal test. Before the galaxy can respond to its attack on Hosnian Prime, the First Order plans to hunt down and destroy Organa and the Resistance leaders.

NINKA

The Virgillian Free Alignment was an early ally of the Rebellion, fighting a bitter civil war with its star system's Imperial-backed government. After Virgillia threw off its shackles, it became one of the Resistance's strongest supporters in the New Republic. The *Ninka*, Vice Admiral Holdo's command, is a Virgillian "Bunkerbuster" designed to carry heavy weapons and ordnance for eliminating hardened ground targets. Holdo adores her rugged little ship, but transfers her flag to the *Raddus* after taking over leadership of the fleet from an incapacitated General Organa.

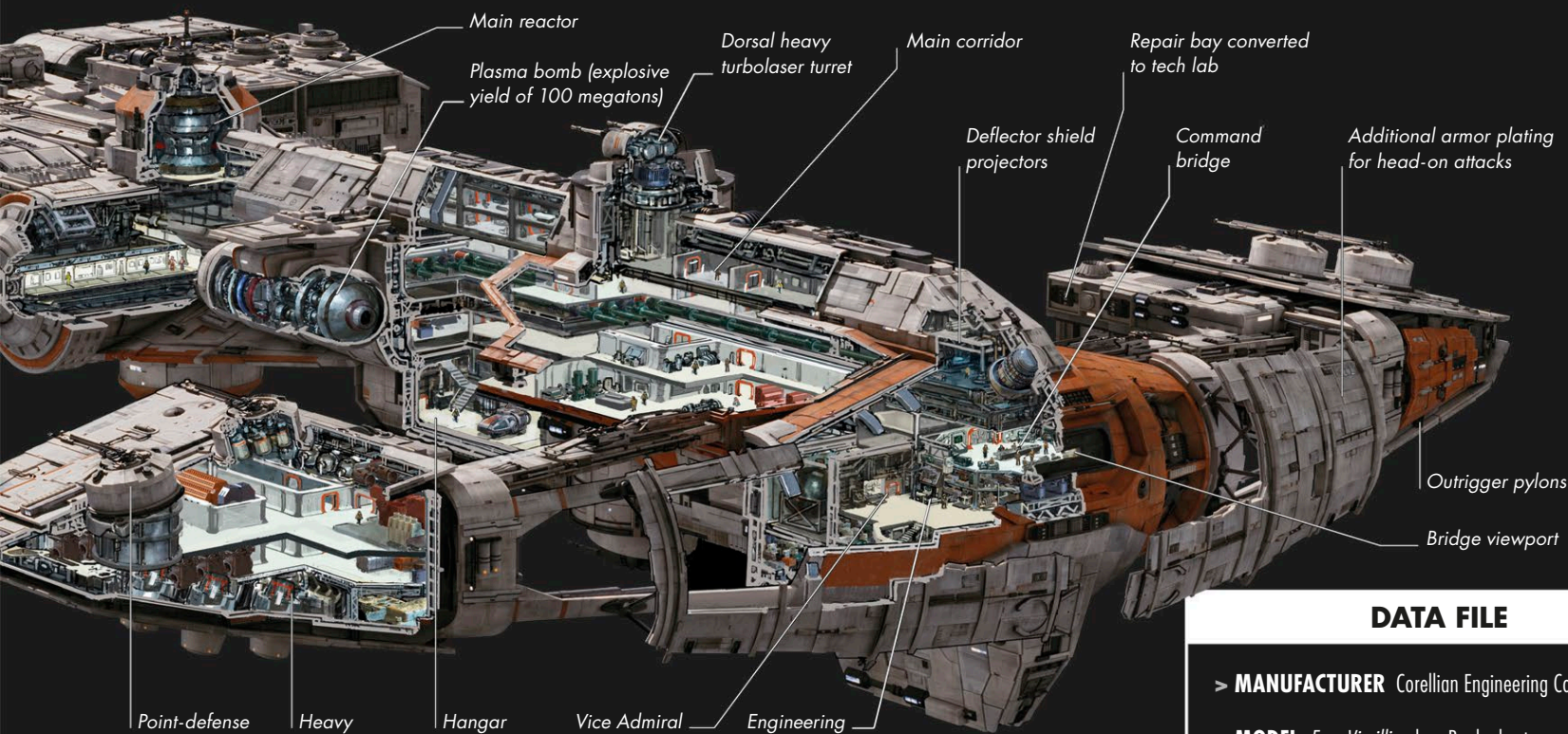


ANODYNE

The Nebulon-B frigate was built as an escort craft for the Imperial Navy, but many of these tough, versatile starships found their way into rebel hands. After the armistice between the New Republic and Imperial remnants, Kuat Drive Yards built the larger Nebulon-C to take on similar duties for the New Republic. Several decommissioned Nebulon-Cs have been quietly transferred to the Resistance, and the *Anodyne* serves as the Resistance fleet's hospital ship. Its conversion has left its military capabilities intact: It is able to carry a full starfighter wing, and bristles with laser cannons.

DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** Modified Nebulon-C
- > **TYPE** Frigate
- > **DIMENSIONS** Length: 549 m (1,802 ft); width: 195 m (640 ft); height: 322 m (1,057 ft)
- > **CREW** 170 (skeleton crew augmented via automation)
- > **WEAPONS** 10 heavy turbolasers, 6 point-defense turrets, 2 proton torpedo launchers
- > **AFFILIATION** Resistance



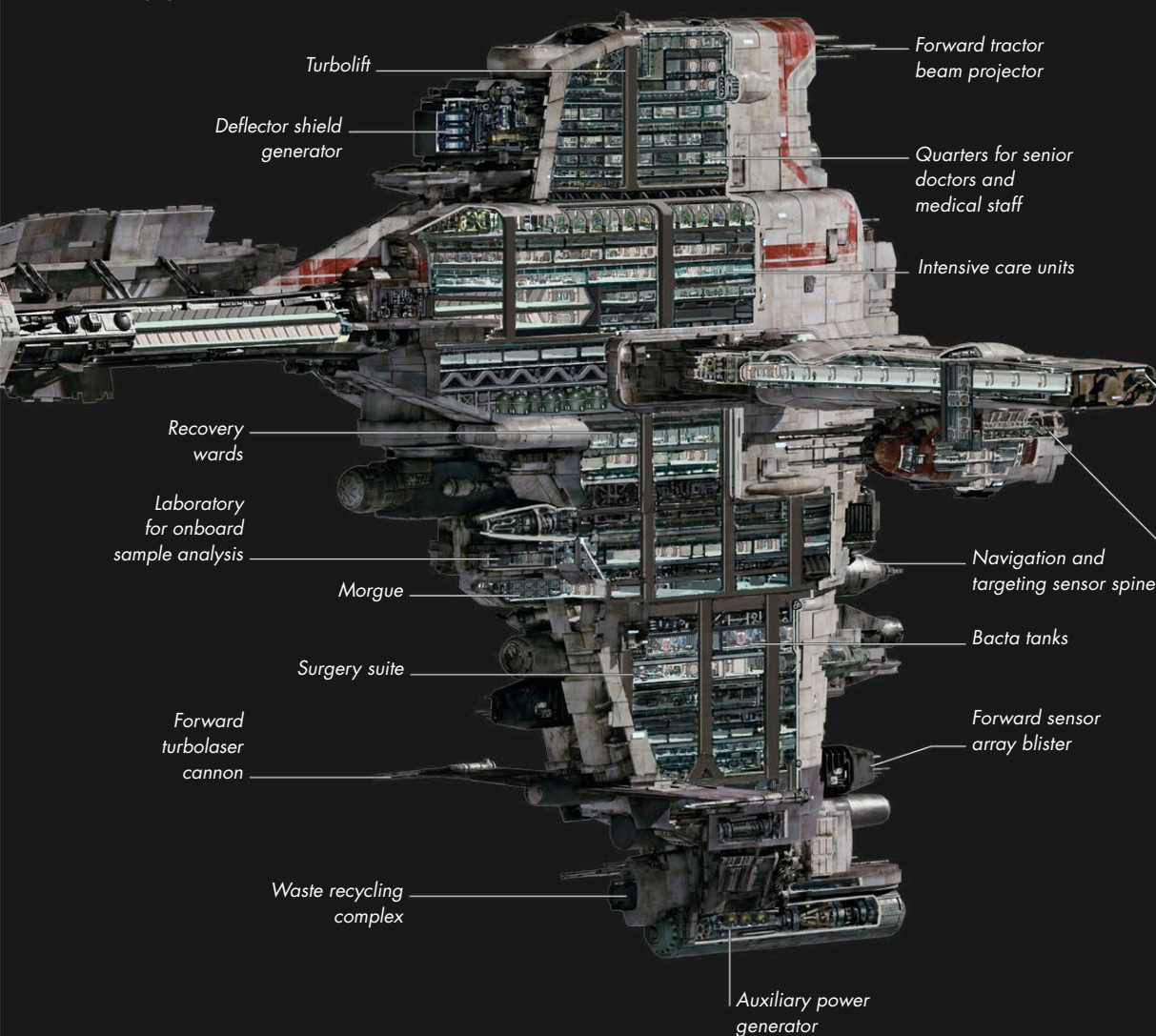
Point-defense laser cannon turret

Heavy ordnance pod

Hangar bay

Vice Admiral Holdo's quarters

Engineering station



DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** *Free Virgillia*-class Bunkerbuster
- > **TYPE** Corvette
- > **DIMENSIONS** Length: 316.05 m (1,036 ft 11 in); width: 242.53 m (795 ft 8 in); height: 88.69 m (291 ft)
- > **CREW** 23 (skeleton crew augmented via automation)
- > **WEAPONS** 2 heavy turbolaser turrets, 4 point-defense turrets, 3 heavy plasma bombs, 8 heavy ordnance pods
- > **AFFILIATION** Resistance

SKELETON CREWS

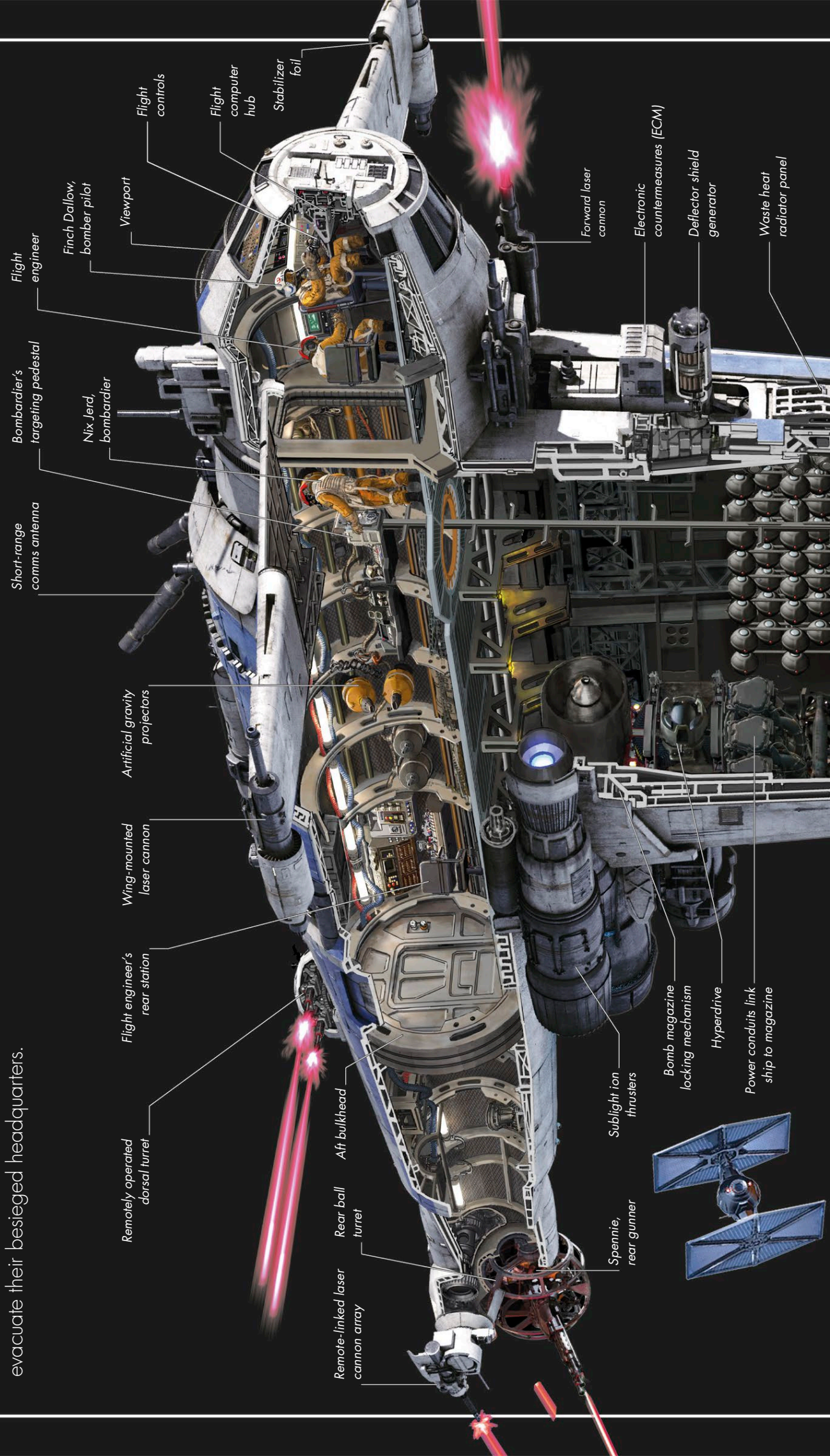
Compared to the First Order, whose vessels have vast complements, the Resistance has struggled to find crews for its meager collection of warships, and has turned to automation to help it do more with less. Engineers have wired up droid brains and repurposed targeting computers to handle tasks traditionally left to organic personnel, allowing capital-ship crews to be heavily reduced. General Organa's flagship, the *Raddus*, easily accommodates evacuees from the rest of the Resistance task force as the ships run out of fuel and are abandoned to become target practice for the pursuing First Order fleet.

RESISTANCE BOMBER

Pressing its war with the Empire's remnants, the New Republic contracted with Slayn & Korpil for the MG-100 StarFortress, a dedicated bomber that could deliver a far larger payload than starfighters. The Senate's subsequent demilitarization effort sent many of these bombers to the scrapyards, and some found their way into Resistance hands. A mercy mission to Atterra by D'Qar's Cobalt and Crimson Squadrons left the bombers unavailable for the assault on Starkiller Base, but the squadrons' survivors arrive in time to play a pivotal role in defending D'Qar from the First Order's assault. The brave crews' sacrifice allows Resistance leaders, including General Organa and Admiral Ackbar, to evacuate their besieged headquarters.

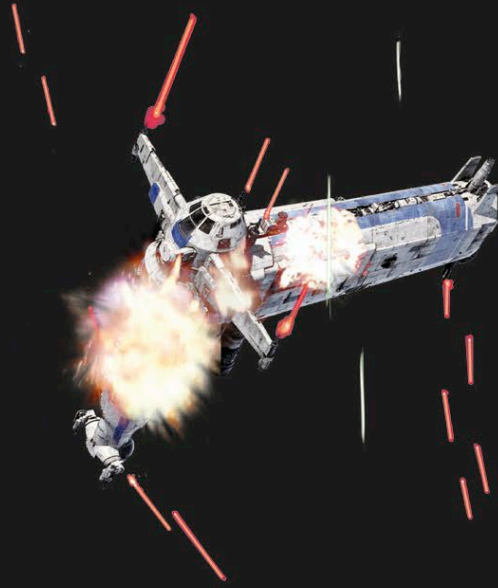
FLEXIBLE FLIER

Strapped for resources, the Resistance has improvised by using its StarFortresses on nonmilitary missions. In the Atterra campaign, bombers delivered probes to spy on the First Order and ferried supplies to Atterra Bravo, eluding detection through power-baffling technology that hides energy emissions. Decommissioned MG-100s also see widespread civilian use. Mining companies use them to drop explosives that break up ice and rock; local governments deploy them as rescue ships, fuel tankers, and fire-fighting craft; and scout services rely on them for celestial mapping and exploration.



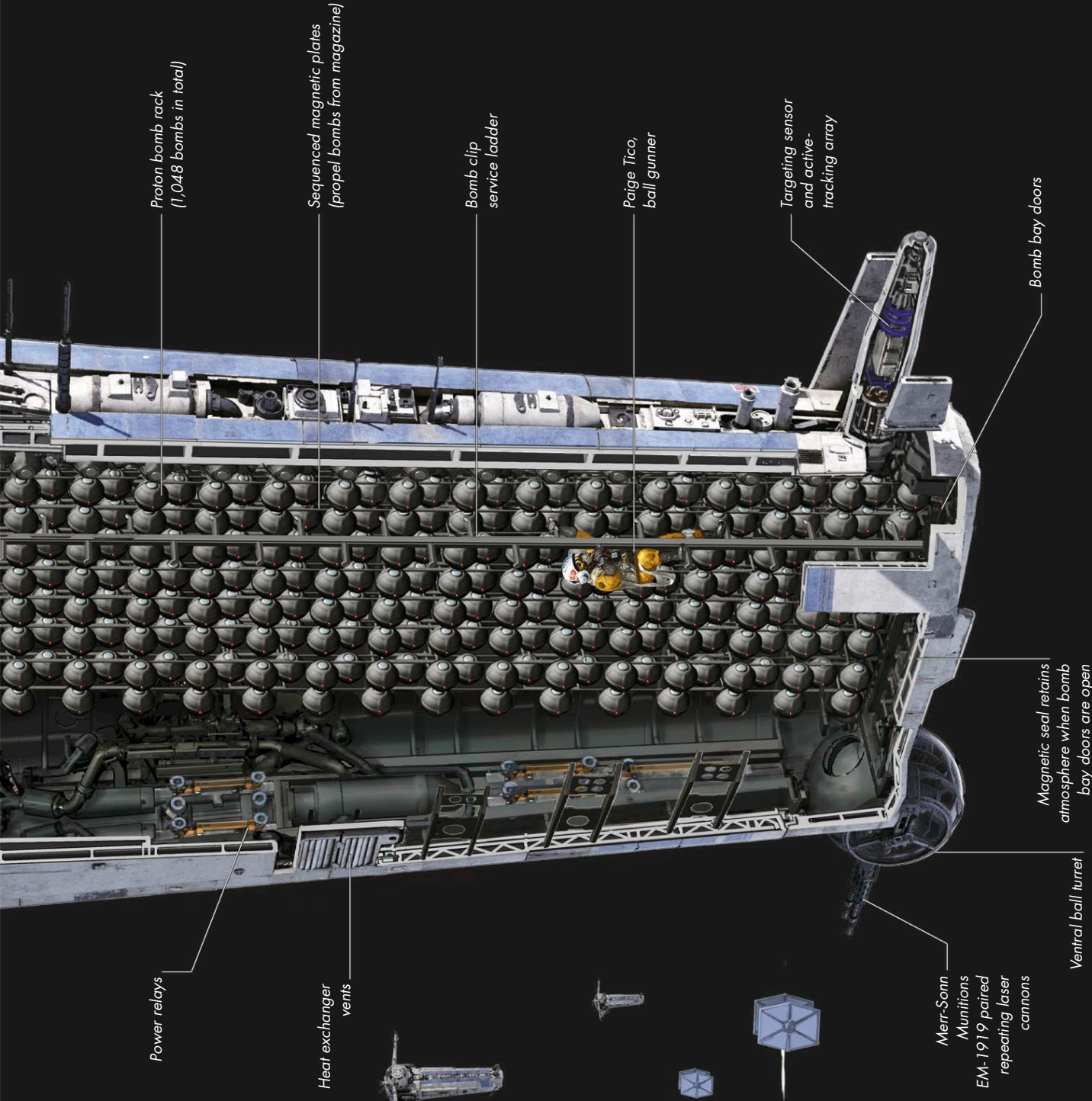
STRENGTH IN NUMBERS

Bombers are slow and ungainly, leaving them vulnerable to enemy starfighters during attack runs. For protection, they depend not just on fighter escorts but also on each other. Resistance flight instructors teach bomber pilots that it is essential to fly in a tight formation, opposing attacking fighters with overlapping fields of fire. The rear and ventral turrets offer a potent defense against attackers approaching from below or from the rear, but are less effective against threats from above or in front of the bomber squadron.



DATA FILE

- > **MANUFACTURER** Slayn & Korpil
- > **MODEL** MG-100 StarFortress SF-17
- > **TYPE** Bomber
- > **DIMENSIONS** Length: 29.67 m (97 ft 4 in); width: 15.3 m (50 ft 2 in); height: 21.65 m (71 ft)
- > **CREW** 1 pilot, 1 flight engineer, 1 bombardier, 2 gunners
- > **WEAPONS** 3 laser cannon turrets, 6 medium laser cannons, proton bombs
- > **AFFILIATION** Resistance



DETACHABLE PAYLOAD

The bomb bay and ventral ball turret are housed within a separate magazine "clip" that slots into the fuselage, with the bombardier's targeting pedestal rising through a hatch in the flight deck. Separating the two components allows for more efficient stowage and easier post-flight maintenance. Resistance armors load the bomb bay's payload while it is horizontal, then rotate the clip into position below a gantry used by the crew to enter the flight deck. When such facilities aren't available, the clip can be left coupled with the fuselage for docking at space wharves or orbital facilities.

RZ-2 A-WING

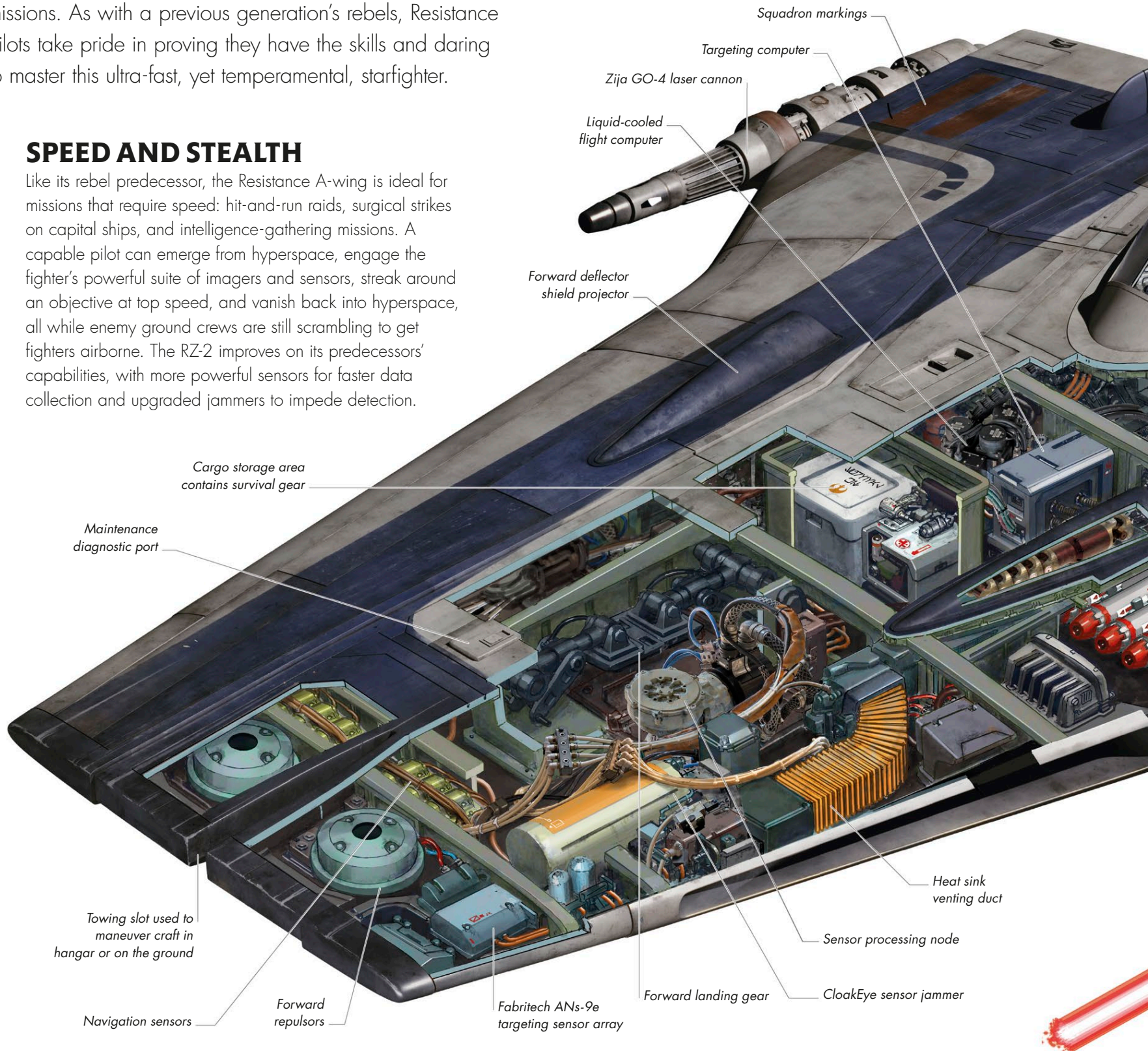
The successor to an Alliance starfighter beloved for its speed but bemoaned for frequent breakdowns, the Resistance A-wing incorporates generations of improvements by rebel techs into a sleeker, longer frame delivering stability as well as speed. The New Republic has cut A-wing production to a minimum, but the Resistance uses these fighters for everything from reconnaissance patrols to bomber escort missions. As with a previous generation's rebels, Resistance pilots take pride in proving they have the skills and daring to master this ultra-fast, yet temperamental, starfighter.

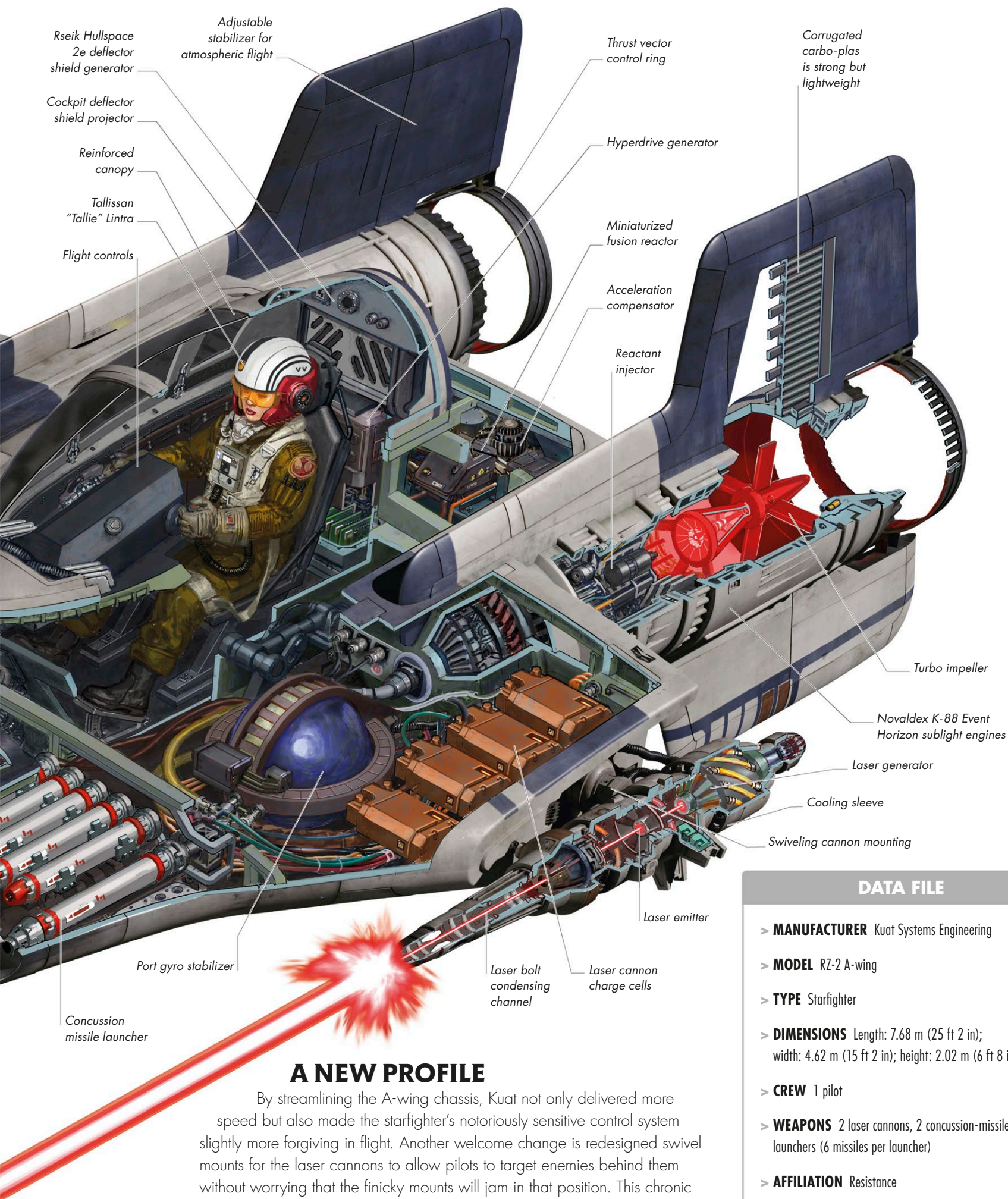
SPEED AND STEALTH

Like its rebel predecessor, the Resistance A-wing is ideal for missions that require speed: hit-and-run raids, surgical strikes on capital ships, and intelligence-gathering missions. A capable pilot can emerge from hyperspace, engage the fighter's powerful suite of imagers and sensors, streak around an objective at top speed, and vanish back into hyperspace, all while enemy ground crews are still scrambling to get fighters airborne. The RZ-2 improves on its predecessors' capabilities, with more powerful sensors for faster data collection and upgraded jammers to impede detection.

FIGHTER'S FOREBEARS

Kuat designers developed the original R-22 prototype, but it was rejected by the Empire. The company sold the initial batch, and some of the fighters ended up in the hands of rebel cells, who customized them and renamed them RZ-1 A-wings. After these so-called RZ-1s played a key role in the Alliance's victory at Endor, Kuat resurrects its forgotten prototype to create the RZ-2, standardizing years of field modifications and making the chassis slimmer and longer to yield even more speed.





Rseik Hullspace
2e deflector
shield generator

Cockpit deflector
shield projector

Reinforced
canopy

Tallissan
"Tallie" Lintra

Flight controls

Adjustable
stabilizer for
atmospheric flight

Thrust vector
control ring

Hyperdrive generator

Miniaturized
fusion reactor

Acceleration
compensator

Reactant
injector

Corrugated
carbo-plas
is strong but
lightweight

Turbo impeller

Novaldex K-88 Event
Horizon sublight engines

Laser generator

Cooling sleeve

Swiveling cannon mounting

Laser emitter

Laser bolt
condensing
channel

Laser cannon
charge cells

Port gyro stabilizer

Concussion
missile launcher

DATA FILE

- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** RZ-2 A-wing
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 7.68 m (25 ft 2 in); width: 4.62 m (15 ft 2 in); height: 2.02 m (6 ft 8 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 laser cannons, 2 concussion-missile launchers (6 missiles per launcher)
- > **AFFILIATION** Resistance

A NEW PROFILE

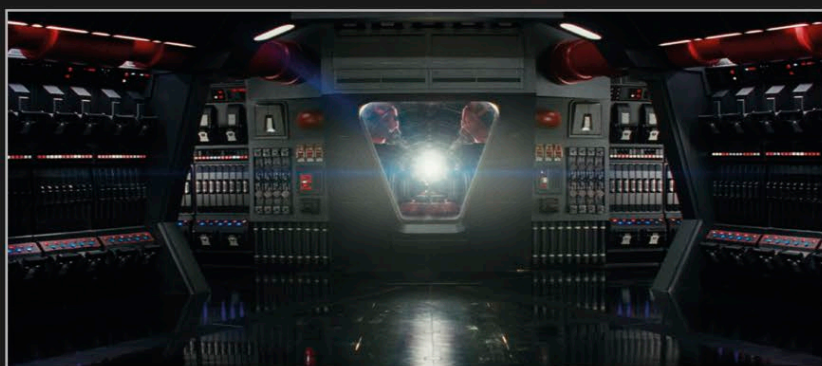
By streamlining the A-wing chassis, Kuat not only delivered more speed but also made the starfighter's notoriously sensitive control system slightly more forgiving in flight. Another welcome change is redesigned swivel mounts for the laser cannons to allow pilots to target enemies behind them without worrying that the finicky mounts will jam in that position. This chronic problem crippled many rebel A-wings until a return to base for maintenance.

SUPREMACY

A gigantic warship built on an unprecedented scale, the Mega-Destroyer *Supremacy* serves Supreme Leader Snoke as both throne room and mobile command center. Measuring more than 60 km (37 miles) from wingtip to wingtip, this vast flying wing boasts the destructive power of a full fleet, has the industrial capability of a planet, and serves as a testbed for the First Order's newest military advances. From his sanctuary deep within the *Supremacy*, Snoke ponders the fate of the galaxy and the ripples in the awakened Force—and plots the dissolution of the New Republic, the destruction of the Resistance, and the downfall of the Jedi. The *Supremacy* was built at staggering cost at a secret birthplace in the Unknown Regions. With the First Order's day of destiny at hand, Snoke is finally ready to reveal it to the galaxy he intends to conquer.

MOBILE CAPITAL

Despite entreaties from commanders and allies alike, Supreme Leader Snoke has refused to designate a world as his regime's capital, either in the sectors claimed by the First Order or the Unknown Regions. The First Order's future is not to dominate a lonely corner of the Outer Rim or rule worlds beyond the galactic frontier, but to restore the Empire's stolen domain and build upon its triumphs. Until that goal is achieved, the regime's capital will travel with its master.



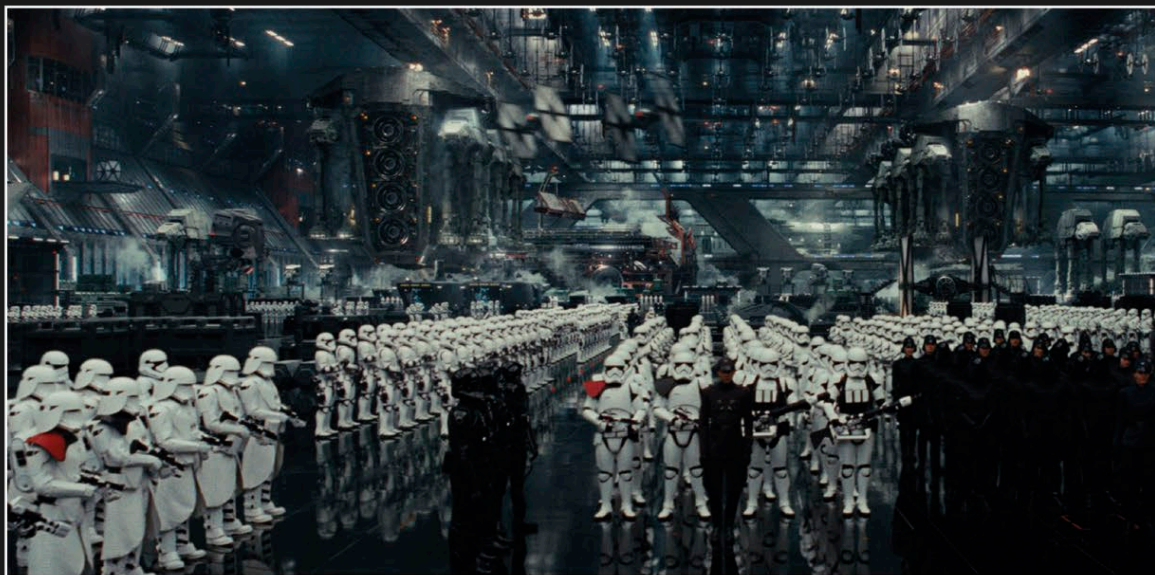
The *Supremacy*'s advanced hyperspace tracker comprises huge numbers of databanks and computers enclosed in a hyperspace field generator. The tracker can calculate at incomprehensible speeds.

A HUNTER'S SECRETS

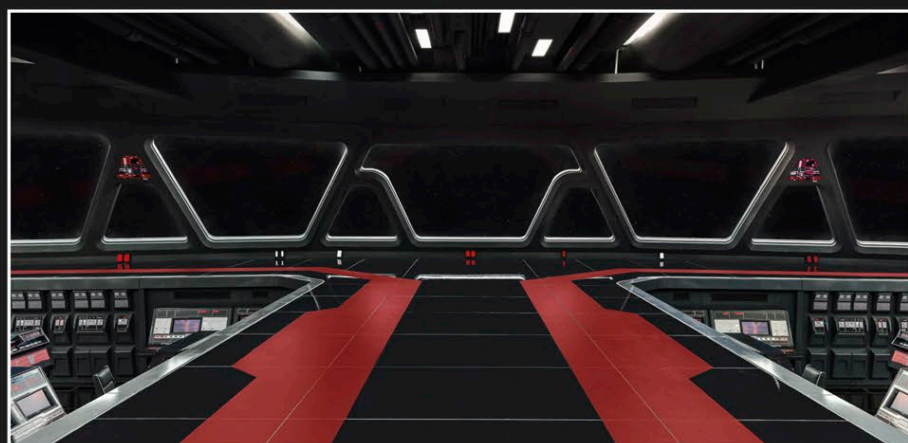
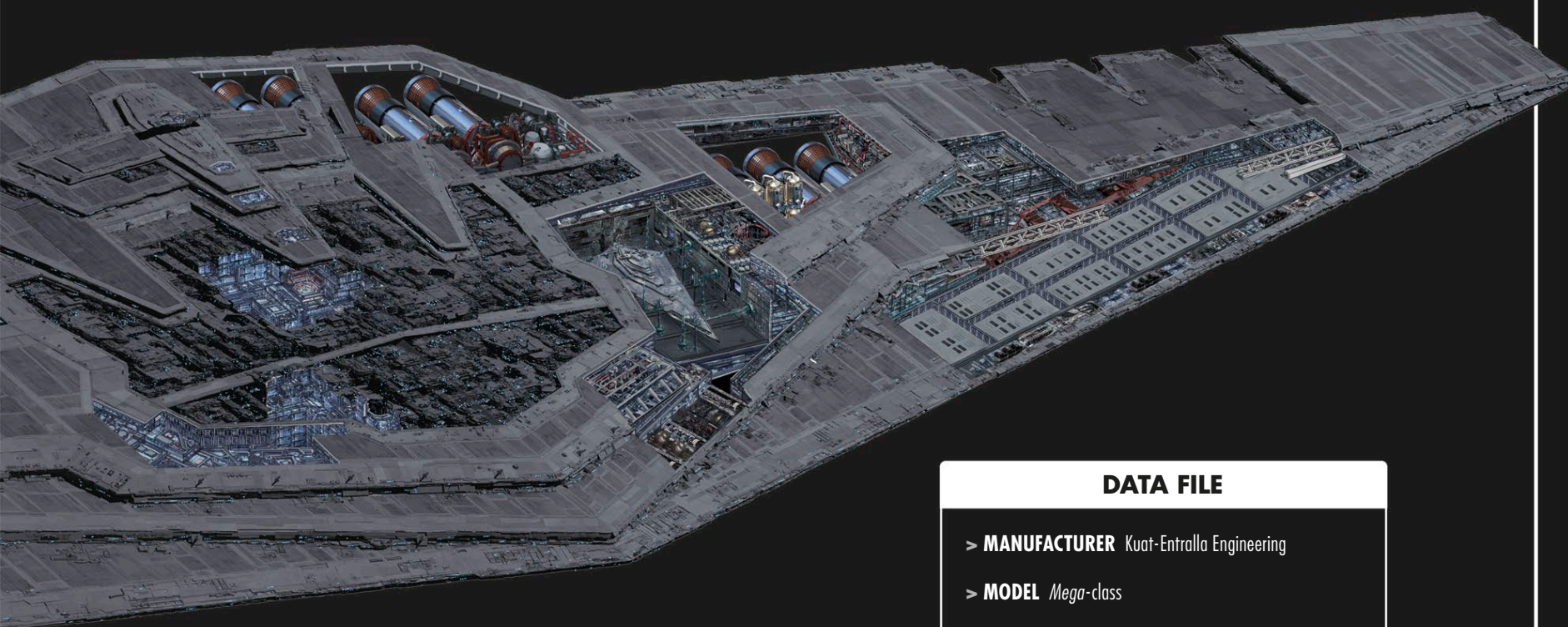
The First Order tracks targets through hyperspace using a combination of technological advances and brute-force data crunching. The shipboard tracking control complex boasts the data-sifting power of a planetary intel hub, linking huge computer arrays to databanks loaded with centuries of combat reports and astrogation data. A static hyperspace field generated around the machines then accelerates their processing power to unheard-of levels. A target's last known trajectory yields trillions of potential destinations, but the system can assess them with terrifying speed.

SHIP OF LEGENDS

Superlatives are dangerous in a galaxy that has seen civilizations rise and fall over millennia, but the *Supremacy* may be the largest warship ever built. It dwarfs the Super Star Destroyers used by the Empire as command ships, the trophy battlecruisers built by wealthy Core sectors during the Republic's death throes, and the most outlandish reconstructions of Xim the Despot's flagship. The *Supremacy*'s only rivals are the Death Star superweapons and the planetary-scaled engineering project that created Starkiller Base.



The *Supremacy's* many hangars function as assembly areas for First Order personnel. Here they may prepare to board dropships for planetary assaults or witness the executions of traitors or colluders.

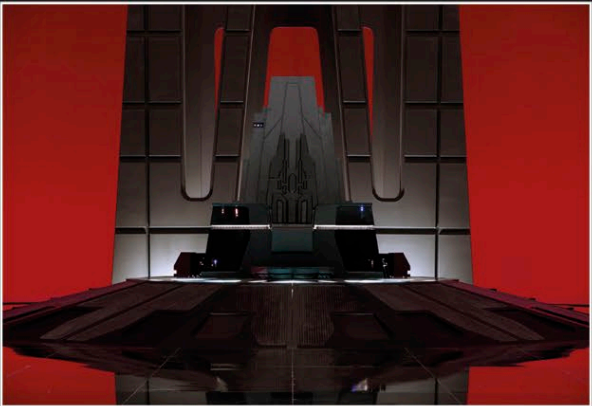


This *Mega-class* Star Destroyer is controlled from the overbridge, which is also the highest part of the vessel. Every aspect of the ship can be controlled from this command center.

DATA FILE

- > **MANUFACTURER** Kuat-Entralla Engineering
- > **MODEL** *Mega-class*
- > **TYPE** Dreadnought
- > **DIMENSIONS** Length: 13,234 m (43,437 ft);
width: 60,543 m (198,631 ft);
height: 3,975 m (13,043 ft)
- > **CREW** 2,225,000 personnel including officers, stormtroopers, gunners, vehicle engineers, factory workers, technical specialists, and communications staff
- > **WEAPONS** Thousands of heavy turbolasers, antiship missile batteries, heavy ion cannons, and tractor beam projectors
- > **AFFILIATION** First Order

SUPREMACY (CONT.)



Eerily modeled on the tastes of the Imperial regime, Supreme Leader Snoke's throne room is an imposing sight. From here, the mysterious figure performs his role as the First Order's leader, while secretly receiving orders from the resurrected Emperor Palpatine.

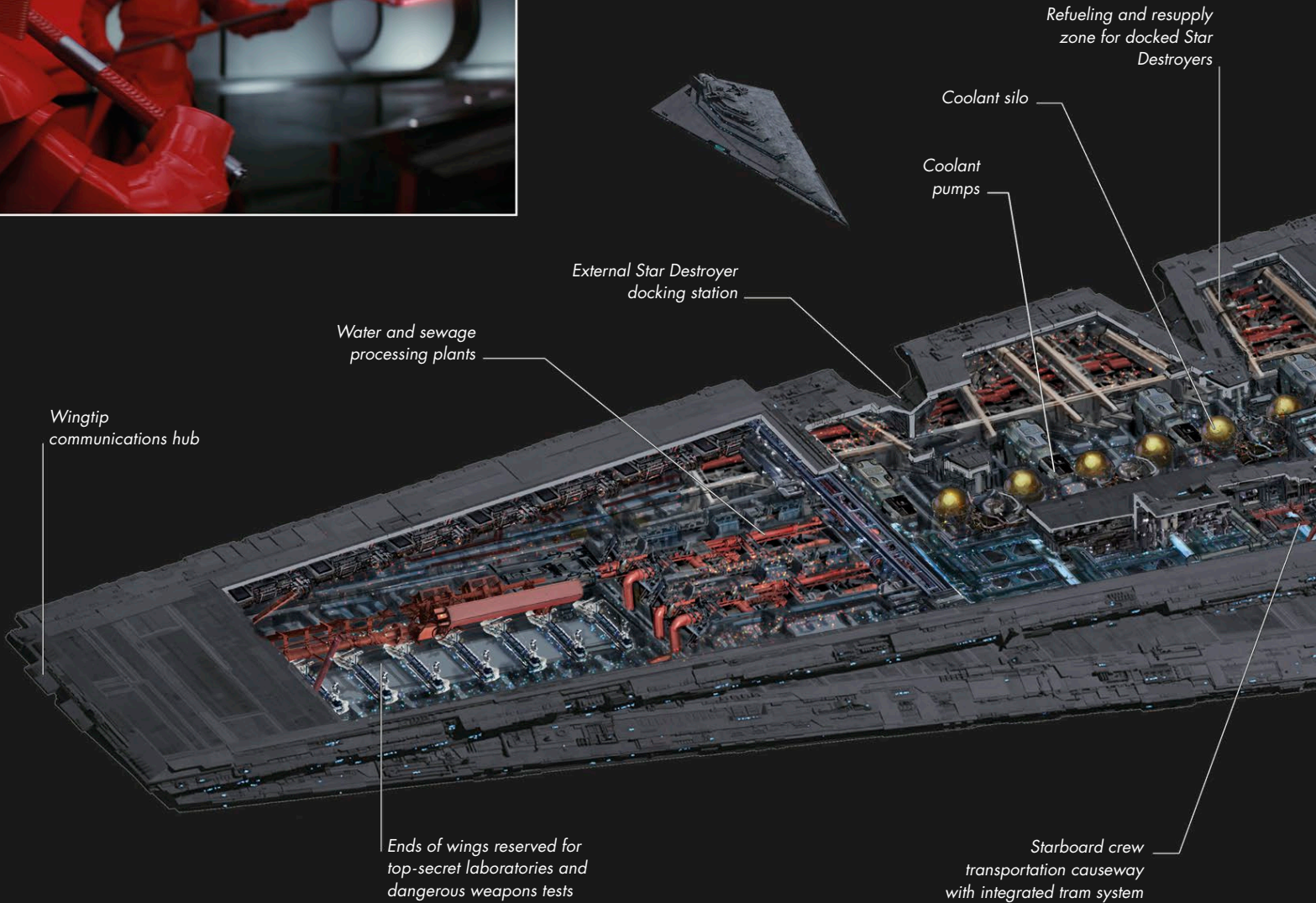


Within his throne room on board the *Supremacy*, Snoke's Praetorian Guard are his final line of defense. These sinister, silent warriors mercilessly cut down any who threaten their master.

UNPRECEDENTED SCALE

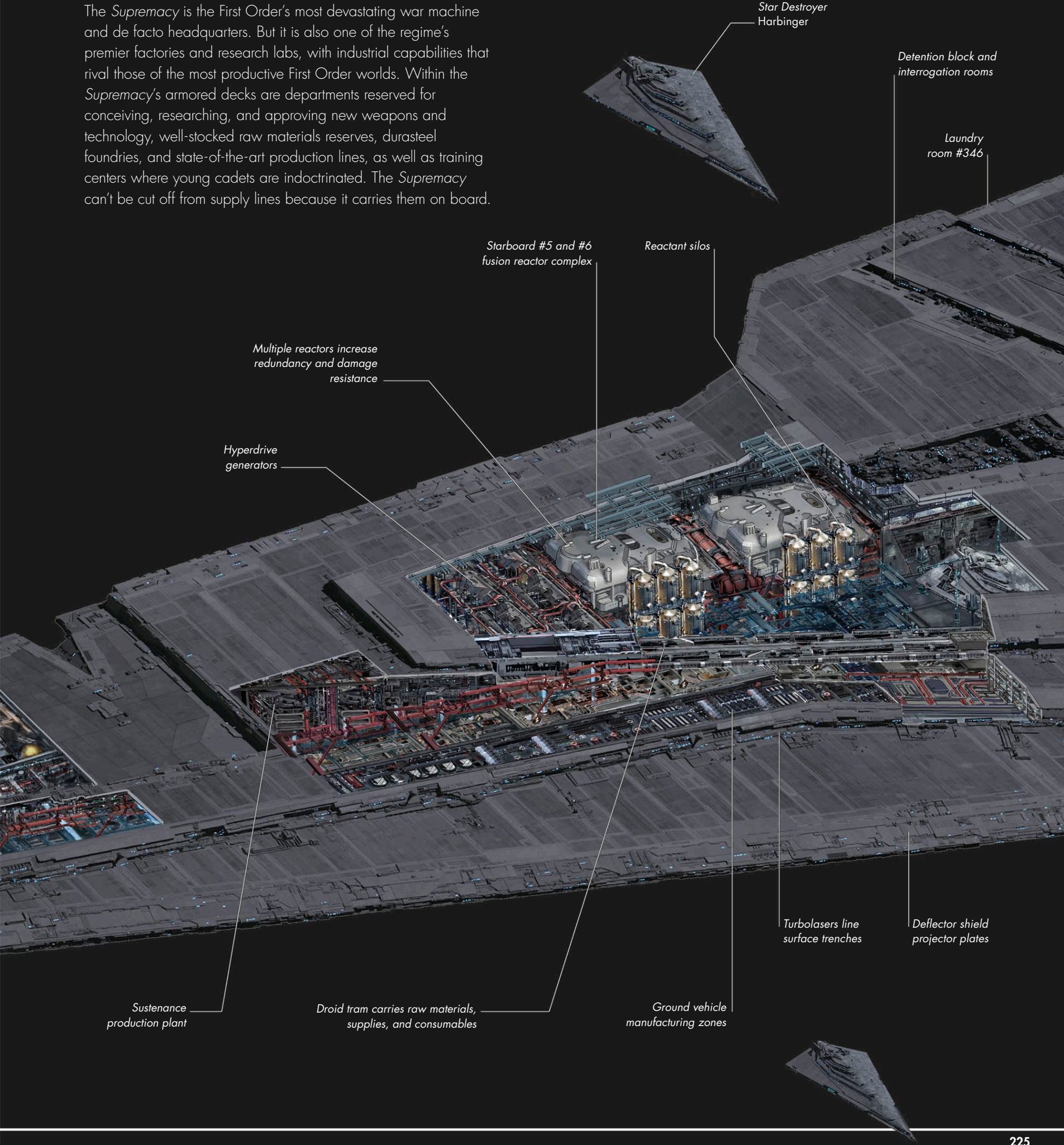
The appearance of the *Supremacy* on Resistance scopes is a revelation far worse than anything Leia Organa had imagined. Resistance personnel have obsessively catalogued any reported sightings of First Order capital ships, and investigated underworld rumors of "Snoke's boudoir." But not even the most pessimistic member of the general's staff thought the Supreme Leader's flagship would be on a scale to rival the now-vanquished Starkiller Base.

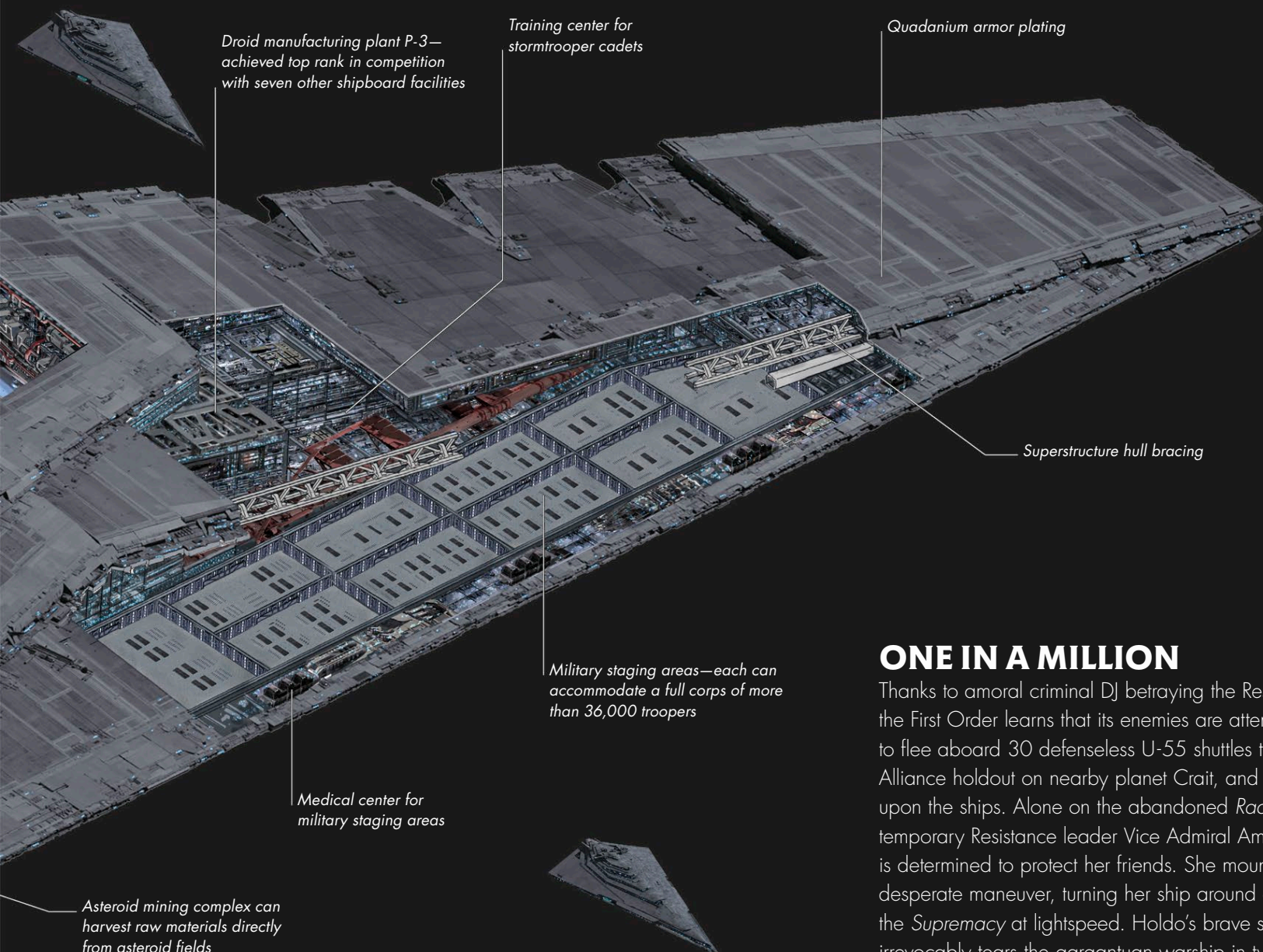
The *Supremacy* is able to dock eight Star Destroyers at once—six externally and two internally



INDUSTRIAL CENTER

The *Supremacy* is the First Order's most devastating war machine and de facto headquarters. But it is also one of the regime's premier factories and research labs, with industrial capabilities that rival those of the most productive First Order worlds. Within the *Supremacy*'s armored decks are departments reserved for conceiving, researching, and approving new weapons and technology, well-stocked raw materials reserves, durasteel foundries, and state-of-the-art production lines, as well as training centers where young cadets are indoctrinated. The *Supremacy* can't be cut off from supply lines because it carries them on board.





ONE IN A MILLION

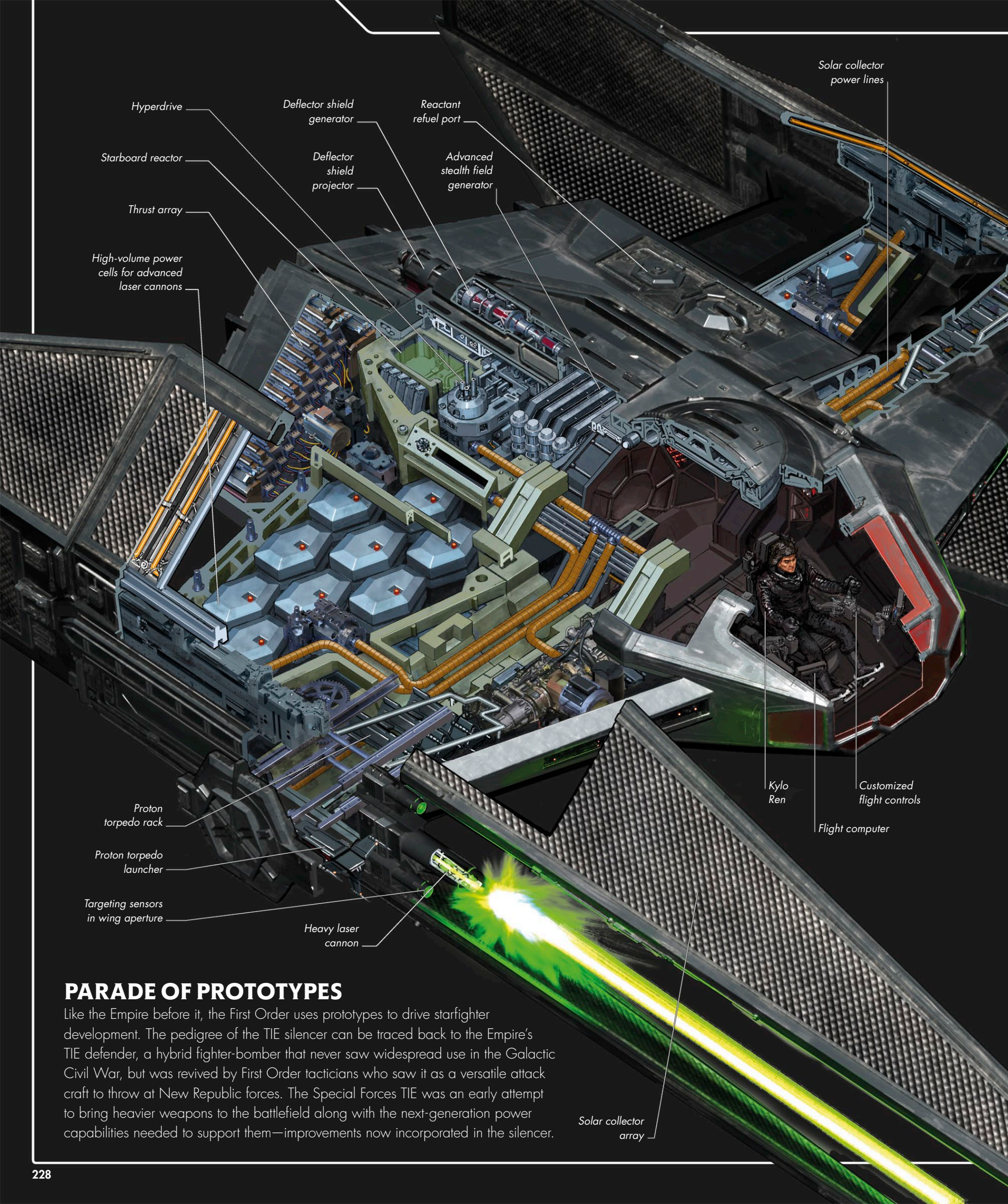
Thanks to amoral criminal DJ betraying the Resistance, the First Order learns that its enemies are attempting to flee aboard 30 defenseless U-55 shuttles to the old Alliance holdout on nearby planet Crait, and open fire upon the ships. Alone on the abandoned *Raddus* cruiser, temporary Resistance leader Vice Admiral Amilyn Holdo is determined to protect her friends. She mounts a desperate maneuver, turning her ship around and ramming the *Supremacy* at lightspeed. Holdo's brave sacrifice irrevocably tears the gargantuan warship in two and ensures that a handful of Resistance personnel reach the Alliance base on Crait. Later dubbed "The Holdo Maneuver," this last-ditch tactic requires numerous factors to align in order for it to be effective.



Like Supreme Leader Snoke, Kylo Ren uses the *Supremacy* as his main base of operations and safe haven. After his defeat by Rey on Starkiller Base, Kylo returns to his quarters on the flagship to heal from his injuries and plan his next move on the path to power.



The shocking destruction carried out by Vice Admiral Holdo is completely unexpected by the First Order. Multiple *Resurgent*-class Star Destroyers are also annihilated.



Hyperdrive

Starboard reactor

Thrust array

High-volume power cells for advanced laser cannons

Deflector shield generator

Deflector shield projector

Reactant refuel port

Advanced stealth field generator

Solar collector power lines

Kylo Ren

Customized flight controls

Flight computer

Proton torpedo rack

Proton torpedo launcher

Targeting sensors in wing aperture

Heavy laser cannon

Solar collector array

PARADE OF PROTOTYPES

Like the Empire before it, the First Order uses prototypes to drive starfighter development. The pedigree of the TIE silencer can be traced back to the Empire's TIE defender, a hybrid fighter-bomber that never saw widespread use in the Galactic Civil War, but was revived by First Order tacticians who saw it as a versatile attack craft to throw at New Republic forces. The Special Forces TIE was an early attempt to bring heavier weapons to the battlefield along with the next-generation power capabilities needed to support them—improvements now incorporated in the silencer.

TIE SILENCER

As the First Order closes in on the Resistance fleet, Kylo Ren leads the attack in a prototype starfighter, the TIE silencer. With a hull as black as space, the silencer is a fearsome opponent—fast enough to engage rival fighters, yet packing heavy weapons that can crack the shields and armor of capital ships. The starfighter incorporates the latest First Order military innovations, and includes experimental stealth gear meant to foil sensors and tracking. Kylo's detailed post-flight reports allow Sienar-Jaemus techs to refine onboard systems, with an eye toward the day when shipyards begin mass-producing silencers for the regime's frontline units.

DATA FILE

- > **MANUFACTURER** Sienar-Jaemus Fleet Systems
- > **MODEL** TIE/vn space superiority fighter
- > **TYPE** Starfighter
- > **DIMENSIONS** Length: 17.43 m (57 ft 2 in); width: 7.62 m (25 ft); height: 3.76 m (12 ft 4 in)
- > **CREW** 1 pilot
- > **WEAPONS** 2 Sienar-Jaemus Fleet Systems L-s9.6 laser cannons, 2 SJFS L-7.5 heavy laser cannons, Arakyd ST7 concussion and mag-pulse warhead launchers
- > **AFFILIATION** First Order

TWIN TRADITIONS

By flying the TIE silencer against the First Order's enemies, Kylo Ren continues two traditions. Firstly, that of prototype starfighters being tested by aces, with Kylo following in the footsteps of notable Imperials such as Vult Skerris and Darth Vader. Secondly, as the son of Han Solo and grandson of Anakin Skywalker, the former Ben Solo is a natural in the cockpit.

Laser bolt: highly energized plasma contained in magnetic field bubble

Corrugated surface maximizes energy absorption

Solar energy accumulator lines

Heat exchange matrix

Cabin access hatch

Twin ion thrust arrays

DEADLY IMPROVEMENTS

Working at hidden Sienar-Jaemus facilities, First Order designers reconfigured the weapons package of the Special Forces TIE to incorporate advances in power storage and energy conversion. The TIE/sf's power cell spokes have been replaced by a next-generation array protected beneath the hull, with shorter runs for trunk lines and converter coils. Rather than replicate the TIE/sf's ventral turret, the silencer relocates missiles and heavy cannons to the wing apertures, giving the pilot superior targeting and a wider field of fire.

CANTO BIGHT POLICE SPEEDER

Canto Bight's winding alleys and promenades are difficult terrain for the heavy speeders favored by most police forces, so local law enforcement depends on nimble repulsorcraft known as jet-sticks. These craft are easy to control, with officers directing them by leaning one way or the other, and accelerating and braking with foot pedals and hand-held throttles. Their laser cannons are generally set for stun, but can kill a humanoid or disable a civilian vehicle at full power. While jet-sticks are not capable of true atmospheric flight, they can easily reach rooftop level or cross small stretches of water.

DATA FILE

- > **MANUFACTURER** Trochiliad Motors
- > **MODEL** Cantonica zephyr GB-134 jet-stick
- > **TYPE** Repulsor bike
- > **DIMENSIONS** Length: 2.98 m (9 ft 3 in); width: 2.55 m (8 ft 4 in); height: 2.5 m (8 ft 2 in)
- > **CREW** 1 police officer
- > **WEAPONS** 2 antipersonnel laser cannons
- > **AFFILIATION** Canto Bight Police Department

QUICK RESPONSE

The whirl of a jet-stick's rotors reassures visitors to Canto Bight that the police are keeping an eye out for shady characters drawn to the glitz and glamour of galactic high life. Officers use dash-mounted data displays to identify troublemakers and exchange information while hovering in the old city's graceful squares, or patrolling the labyrinth of ancient streets. In the event of trouble, an officer activates the jet-stick's sirens and speeds to the scene, ready to coordinate with foot patrols or call for backup from heavier units.

KEEPING THE PEACE

The Canto Bight Police Department is well equipped and its officers are well paid. This is all part of Cantonica's strategy to keep the wealthy engaged at gaming tables and racetracks, so credits flow freely from their pockets and into the coffers of the planet's entertainment barons. The police are trained to avoid deadly force if at all possible, keeping Canto Bight a sunny playground free of shadows cast by inequality and galactic unrest. The CBPD uses jet-sticks to contain trouble, responding quickly, firing stun bolts, and carting miscreants off to answer for their crimes at the convenience of a magistrate.

Repulsor field generation frame

Repulsor projection grid

Repulsor field amplification node

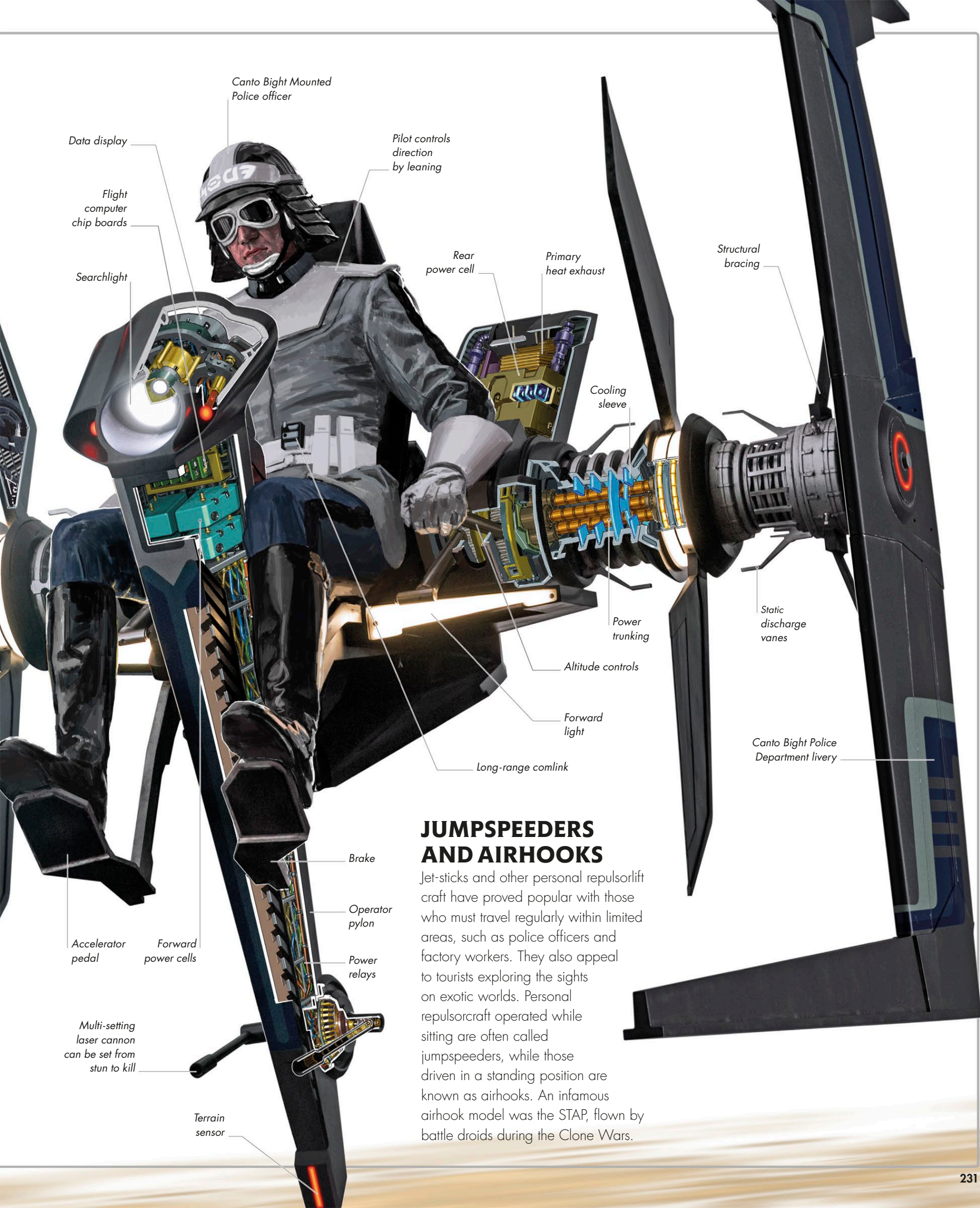
Police light

Maneuvering repulsors

Power dynamos

Power distribution pylon

Power converters



JUMPSPEEDERS AND AIRHOOKS

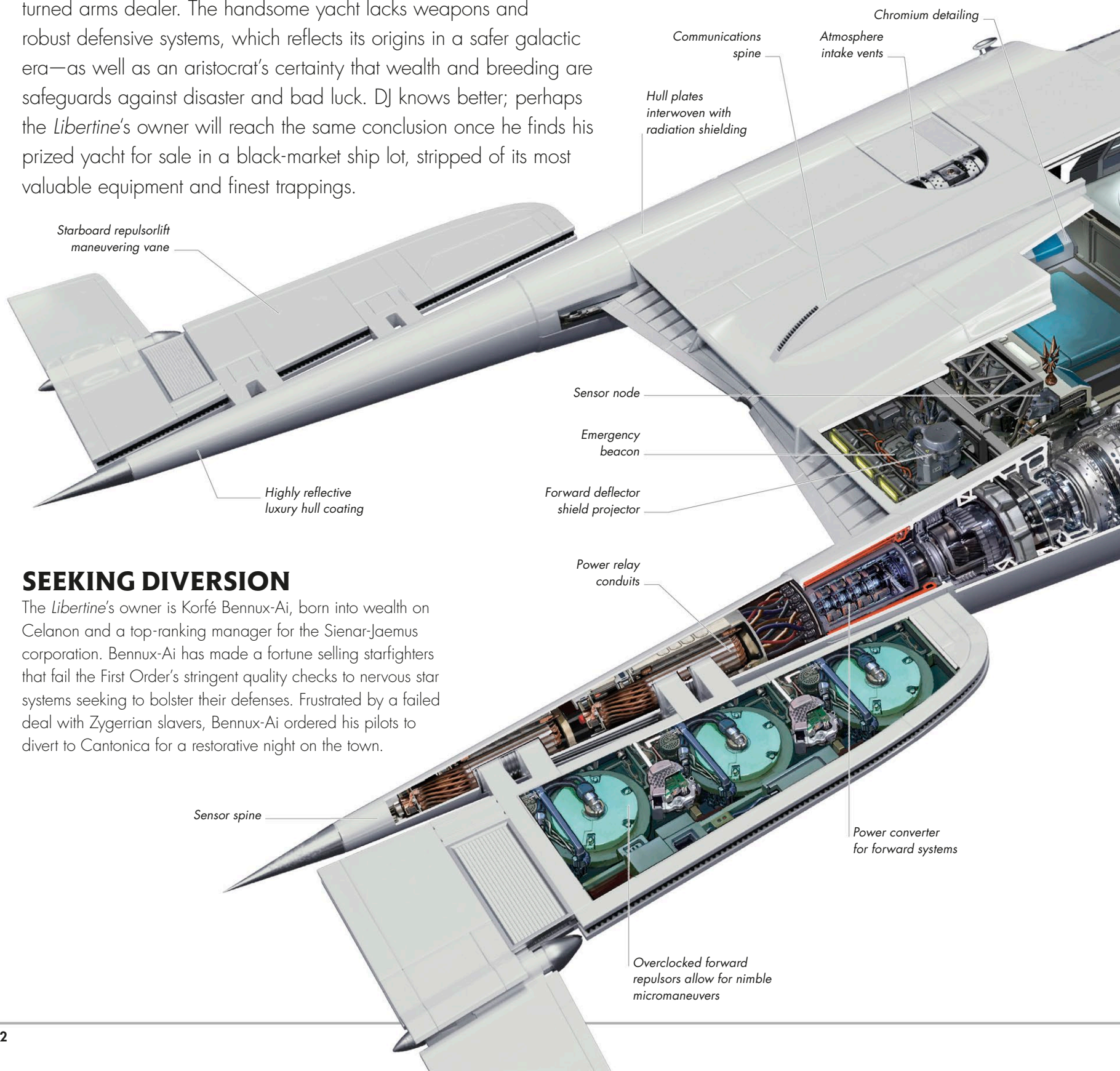
Jet-sticks and other personal repulsorlift craft have proved popular with those who must travel regularly within limited areas, such as police officers and factory workers. They also appeal to tourists exploring the sights on exotic worlds. Personal repulsorcraft operated while sitting are often called jumpspeeders, while those driven in a standing position are known as airhooks. An infamous airhook model was the STAP, flown by battle droids during the Clone Wars.

LIBERTINE

For the journey from Cantonica to the First Order fleet, DJ decides to travel in style, searching Canto Bight's spaceport for a ride worthy of the rich payday he is about to enjoy. For a practiced criminal, it is all too easy. He slips past the guards and uses a computer spike and key bypass to slice through the antitheft defenses of the *Libertine*, a sleek and stylish star yacht belonging to a high-rolling executive turned arms dealer. The handsome yacht lacks weapons and robust defensive systems, which reflects its origins in a safer galactic era—as well as an aristocrat's certainty that wealth and breeding are safeguards against disaster and bad luck. DJ knows better; perhaps the *Libertine*'s owner will reach the same conclusion once he finds his prized yacht for sale in a black-market ship lot, stripped of its most valuable equipment and finest trappings.

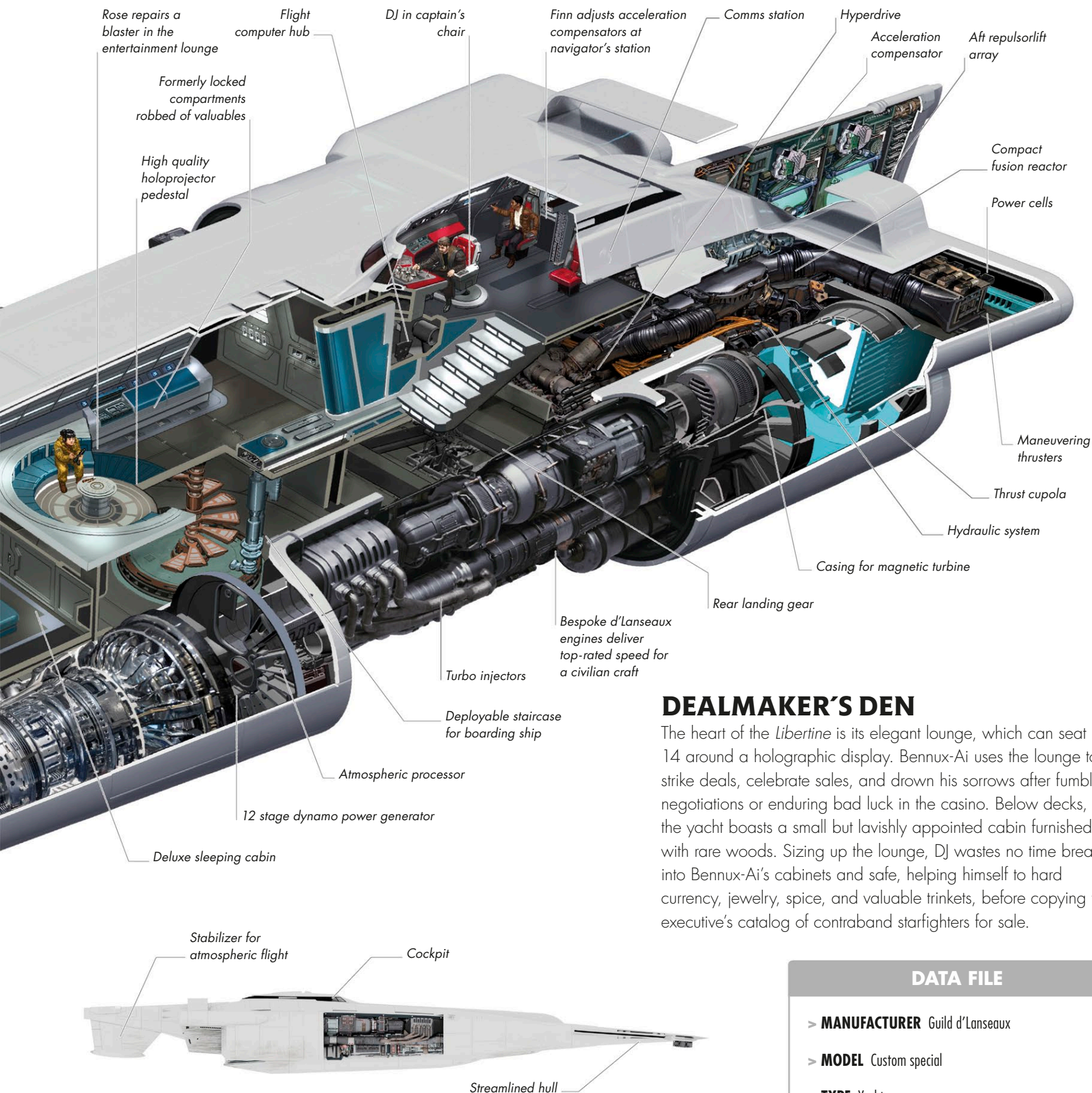
STATUS SYMBOL

DJ grins at the sight of the staircase connecting the *Libertine*'s lounge with its flight deck. This seemingly out-of-place detail is a hallmark of a top-of-the-line yacht, one constructed with acceleration compensators and antishock fields to ensure a ride as smooth as a luxury airspeeder or groundcoach. Unfortunately, he'll have to ditch the yacht in short order. But that's all right—in an easy-come, easy-go galaxy, a wise being doesn't cling to possessions, but simply enjoys the ride.



SEEKING DIVERSION

The *Libertine*'s owner is Korfé Bennux-Ai, born into wealth on Celanon and a top-ranking manager for the Sienar-Jaemus corporation. Bennux-Ai has made a fortune selling starfighters that fail the First Order's stringent quality checks to nervous star systems seeking to bolster their defenses. Frustrated by a failed deal with Zygerrian slavers, Bennux-Ai ordered his pilots to divert to Cantonica for a restorative night on the town.



DEALMAKER'S DEN

The heart of the *Libertine* is its elegant lounge, which can seat 14 around a holographic display. Bennux-Ai uses the lounge to strike deals, celebrate sales, and drown his sorrows after fumbling negotiations or enduring bad luck in the casino. Below decks, the yacht boasts a small but lavishly appointed cabin furnished with rare woods. Sizing up the lounge, DJ wastes no time breaking into Bennux-Ai's cabinets and safe, helping himself to hard currency, jewelry, spice, and valuable trinkets, before copying the executive's catalog of contraband starfighters for sale.

DATA FILE

- > **MANUFACTURER** Guild d'Lanseaux
- > **MODEL** Custom special
- > **TYPE** Yacht
- > **DIMENSIONS** Length: 52.92 m (173 ft 8 in); width: 26.13 m (85 ft 9 in); height: 7.03 m (23 ft 1 in)
- > **CREW** 1 pilot, 1 copilot (plus up to 14 passengers)
- > **WEAPONS** None
- > **AFFILIATION** None

ARTISANAL CRAFTWORK

In a galaxy where droid labor dominates industries from agriculture to manufacturing, nothing signals wealth and taste like a luxury item made by organic hands. The *Libertine* was built a century ago by the shipwrights of the Guild d'Lanseaux in the Chardaan Orbital Yards; like all d'Lanseaux yachts its design is unique. Registration data from the Bureau of Ships and Services indicates its first owner was the Kuati diplomat Valis of Kuhlvalt, who christened the ship the *Steadfast*.

AT-HH

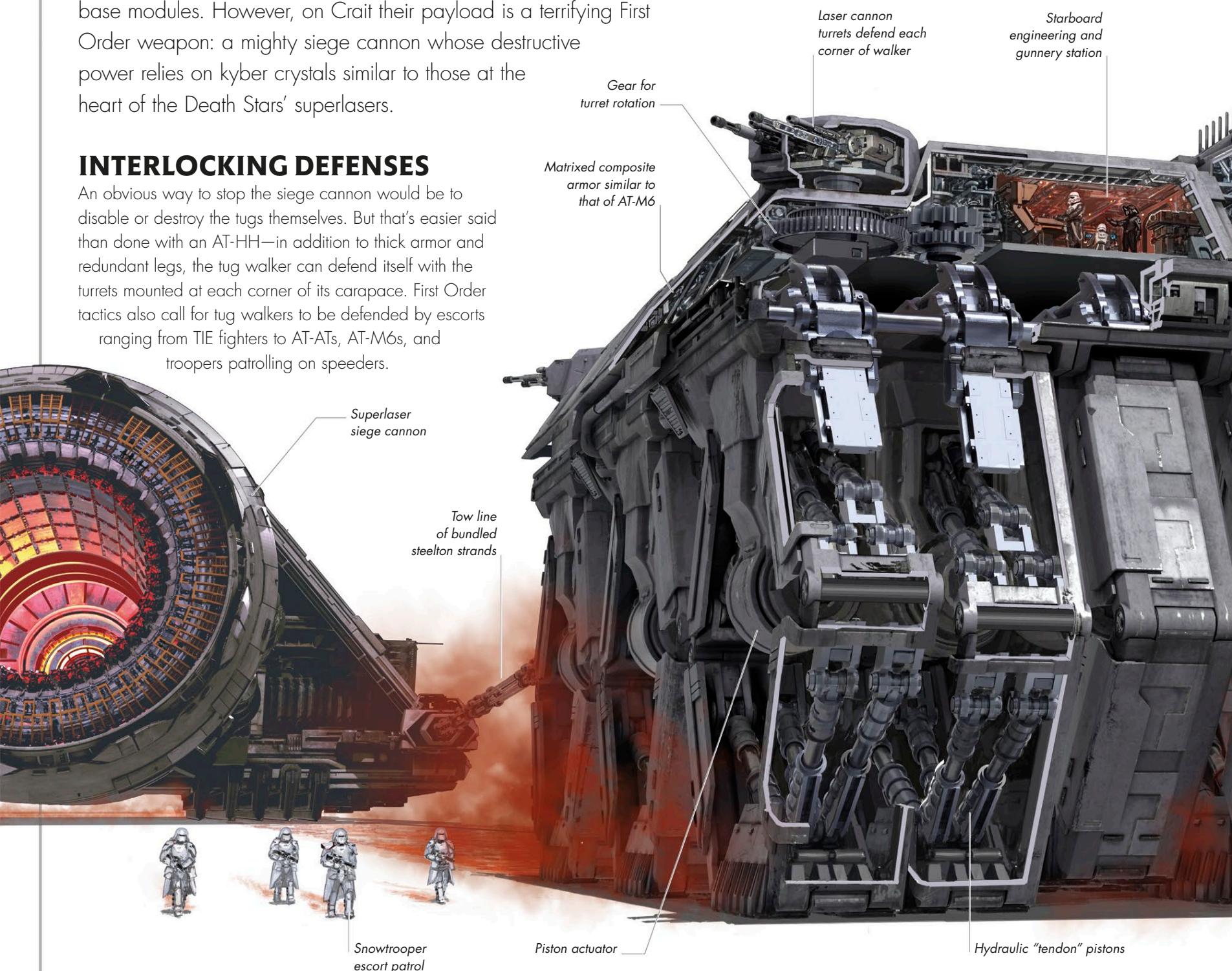
Tug walkers are built to do one job: pull incredibly heavy loads under battlefield conditions. Their rows of legs—a design reminiscent of crustaceans or insects—supply enormous power while allowing the vehicle to keep moving even if multiple limbs are lost. Formally known as All Terrain Heavy Haulers (AT-HHs), tug walkers rely on a combination of escort vehicles and heavy onboard weapons for defense. Their flat top decks are sheathed in thick armor plates, and four swiveling corner turrets can repel attackers from all sides. AT-HHs are used to drag everything from disabled warships to prefabricated base modules. However, on Crait their payload is a terrifying First Order weapon: a mighty siege cannon whose destructive power relies on kyber crystals similar to those at the heart of the Death Stars' superlasers.

INTERLOCKING DEFENSES

An obvious way to stop the siege cannon would be to disable or destroy the tugs themselves. But that's easier said than done with an AT-HH—in addition to thick armor and redundant legs, the tug walker can defend itself with the turrets mounted at each corner of its carapace. First Order tactics also call for tug walkers to be defended by escorts ranging from TIE fighters to AT-ATs, AT-M6s, and troopers patrolling on speeders.

STRENGTH IN NUMBERS

Traditional walkers can simply step over obstacles that would foil wheeled and tracked vehicles, but losing even a single leg can turn them into stalled scrap. The AT-HH borrows a strategy from the insect world: More legs mean greater stability. The tug walker has three rows of legs; the front row holds 11 legs, while the rear two rows each have 10. The legs can rotate around their attachment points and be repositioned within the rows—in field tests on Dromondar Beta, AT-HHs were able to fulfill mission objectives with more than 40 percent of their limbs inoperative.



DATA FILE

- > **MANUFACTURER** Kuat-Entralla Drive Yards
- > **MODEL** All Terrain Heavy Hauler (AT-HH)
- > **TYPE** Walker
- > **DIMENSIONS** Length: 29.57 m (97 ft); width: 27.43 m (90 ft); height: 14.29 m (46 ft 11 in)
- > **CREW** 2 pilots, 1 vehicle commander, 2 engineers, 4 gunners
- > **WEAPONS** 4 medium fire-linked dual laser cannons
- > **AFFILIATION** First Order

Fusion reactor

Fuel cells

Tow cable
observation
post

Heat
exchanger
vents

TOUGH TETHERS

To drag the giant superslaser cannon into position, the First Order uses a method that would be recognized by ancient armies on countless worlds—tow cables. These would seem like a weak point, but as the Resistance discovers, they're anything but: Each strand is actually a bundle of 27,572 steelton wires, an assemblage able to shrug off many direct hits from laser cannons before parting. The Resistance lacks both the time and the firepower to detach the AT-HHs from the deadly cannon making its way across Crait's salt flats.

Bridge

Pilot

Commander

Copilot

Primary sensor
node hub

Port engineering
and gunnery station

Targeting
interface

Heavy "knuckle"
actuators

Fire-linked
dual laser
cannons

Laser cannon
charge cells

Legs suspended
from sturdy dowel
structure

Heavy-duty
hinge joint

Redundant legs allow walker to keep
moving if damaged

Refined durasteel
bearing

AT-M6

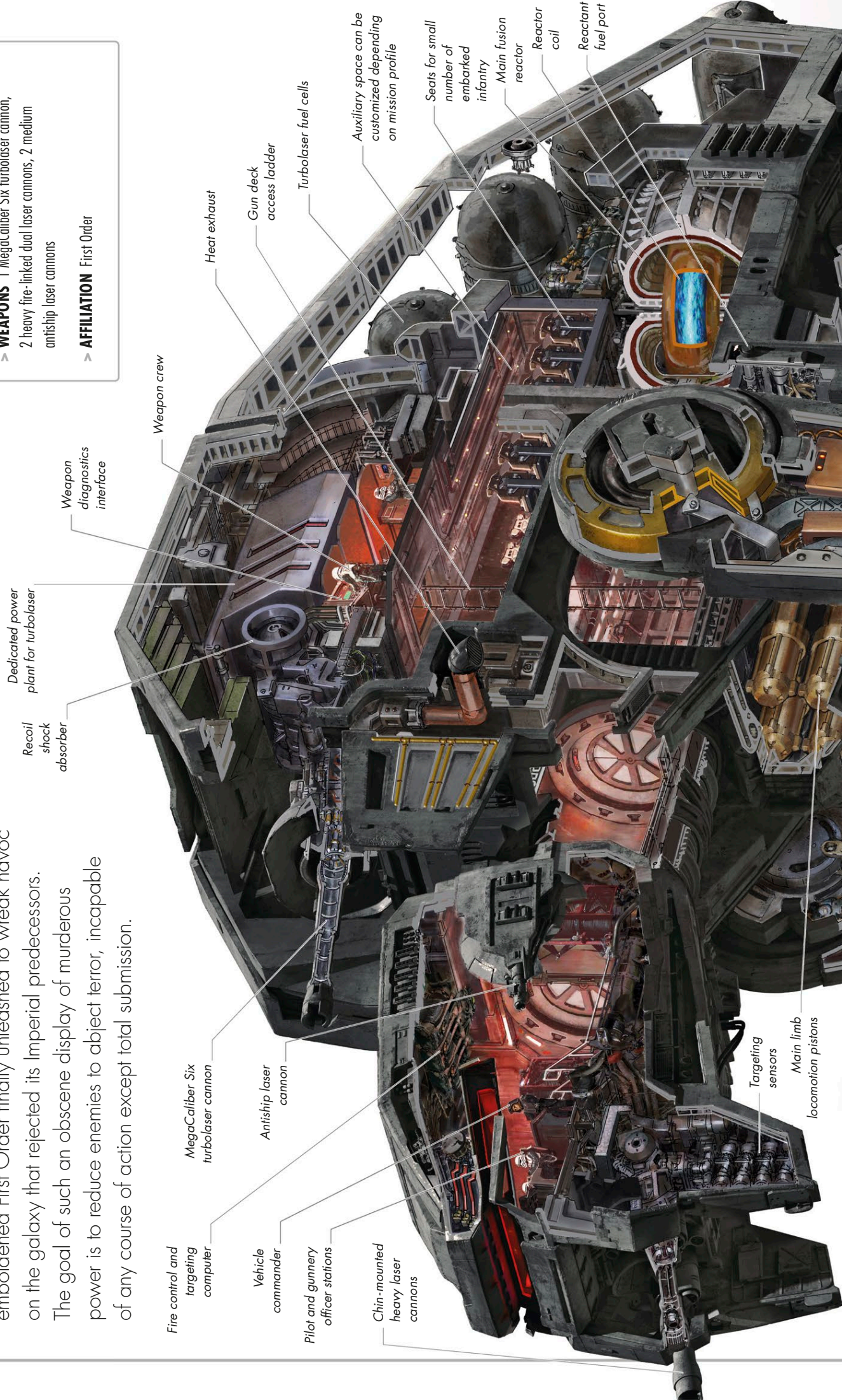
A towering machine seemingly plucked from nightmares, the All Terrain MegaCaliber Six brings devastating firepower to the surface of Crait. Sheathed in state-of-the-art armor forged in secret facilities in the Unknown Regions, the massive AT-M6 is simultaneously a brutally effective siege engine and a fiendish example of psychological warfare. It is a menacing symbol of an emboldened First Order finally unleashed to wreak havoc on the galaxy that rejected its Imperial predecessors. The goal of such an obscene display of murderous power is to reduce enemies to abject terror, incapable of any course of action except total submission.

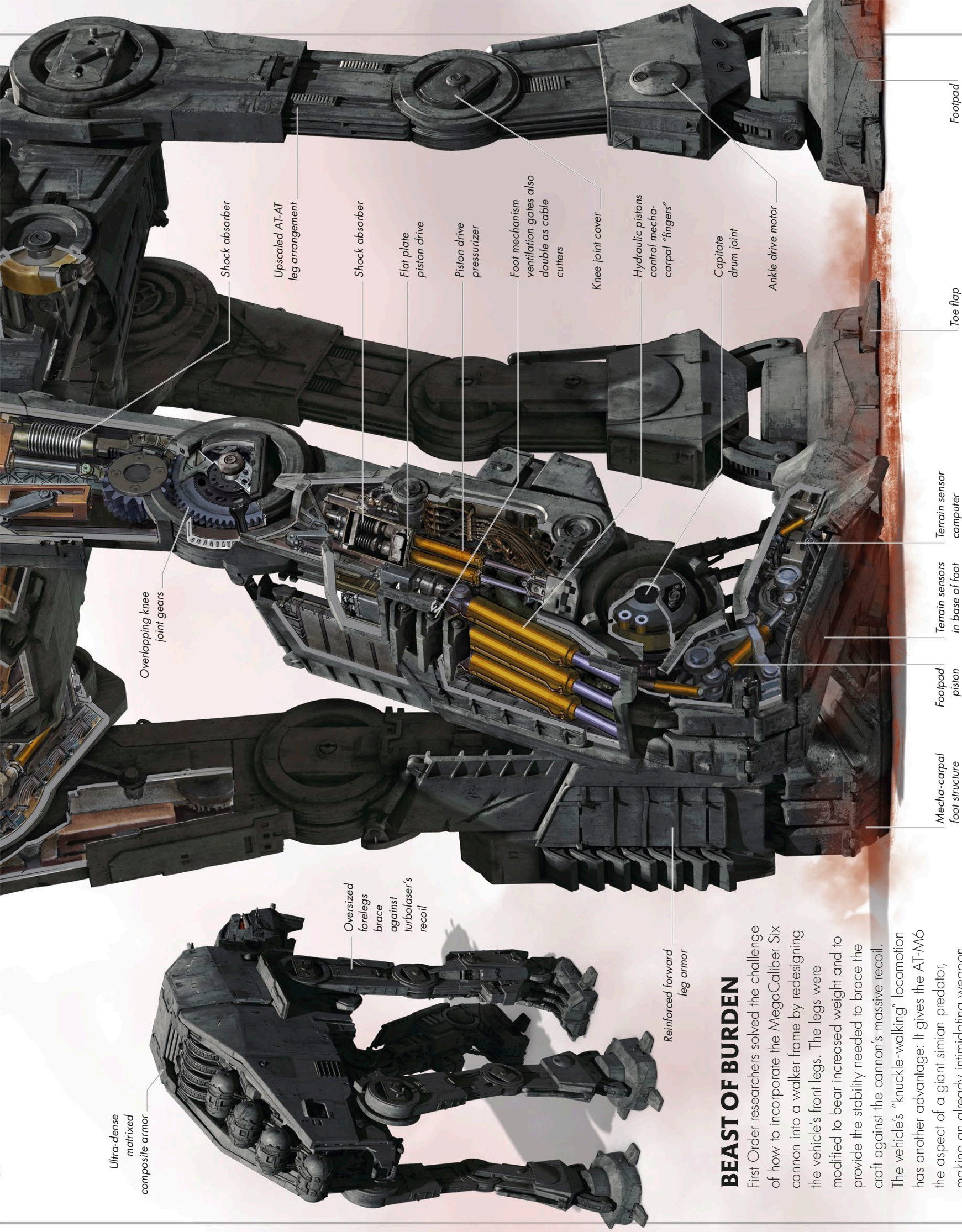
TOP GUN

The AT-M6 is fundamentally a platform for the MegaCaliber Six turbolaser cannon, which dominates the walker's massive fuselage. Intended to make siege warfare simple and short, the M6 is powerful enough to punch through shields rated to deflect bombardment from orbit. Bringing the destructive power of a battleship to ground engagements requires a dedicated power plant and a string of auxiliary fuel cells to reduce the cannon's recharge time.

DATA FILE

- > **MANUFACTURER** Kuat-Entralla Drive Yards
- > **MODEL** All Terrain MegaCaliber Six (AT-M6)
- > **TYPE** Walker
- > **DIMENSIONS** Length: 40.87 m (134 ft 1 in); width: 17.95 m (58 ft 11 in); height: 36.18 m (118 ft 8 in)
- > **CREW** 1 pilot, 1 gunner, 1 vehicle commander, and 2 weapon engineers (plus up to 12 passengers)
- > **WEAPONS** 1 MegaCaliber Six turbolaser cannon, 2 heavy fire-linked dual laser cannons, 2 medium antiship laser cannons
- > **AFFILIATION** First Order





BEAST OF BURDEN

First Order researchers solved the challenge of how to incorporate the MegaCaliber Six cannon into a walker frame by redesigning the vehicle's front legs. The legs were modified to bear increased weight and to provide the stability needed to brace the craft against the cannon's massive recoil. The vehicle's "knuckle-walking" locomotion has another advantage: It gives the AT-M6 the aspect of a giant simian predator, making an already intimidating weapon even more fearsome to enemy eyes.

U-55 LOADLIFTER

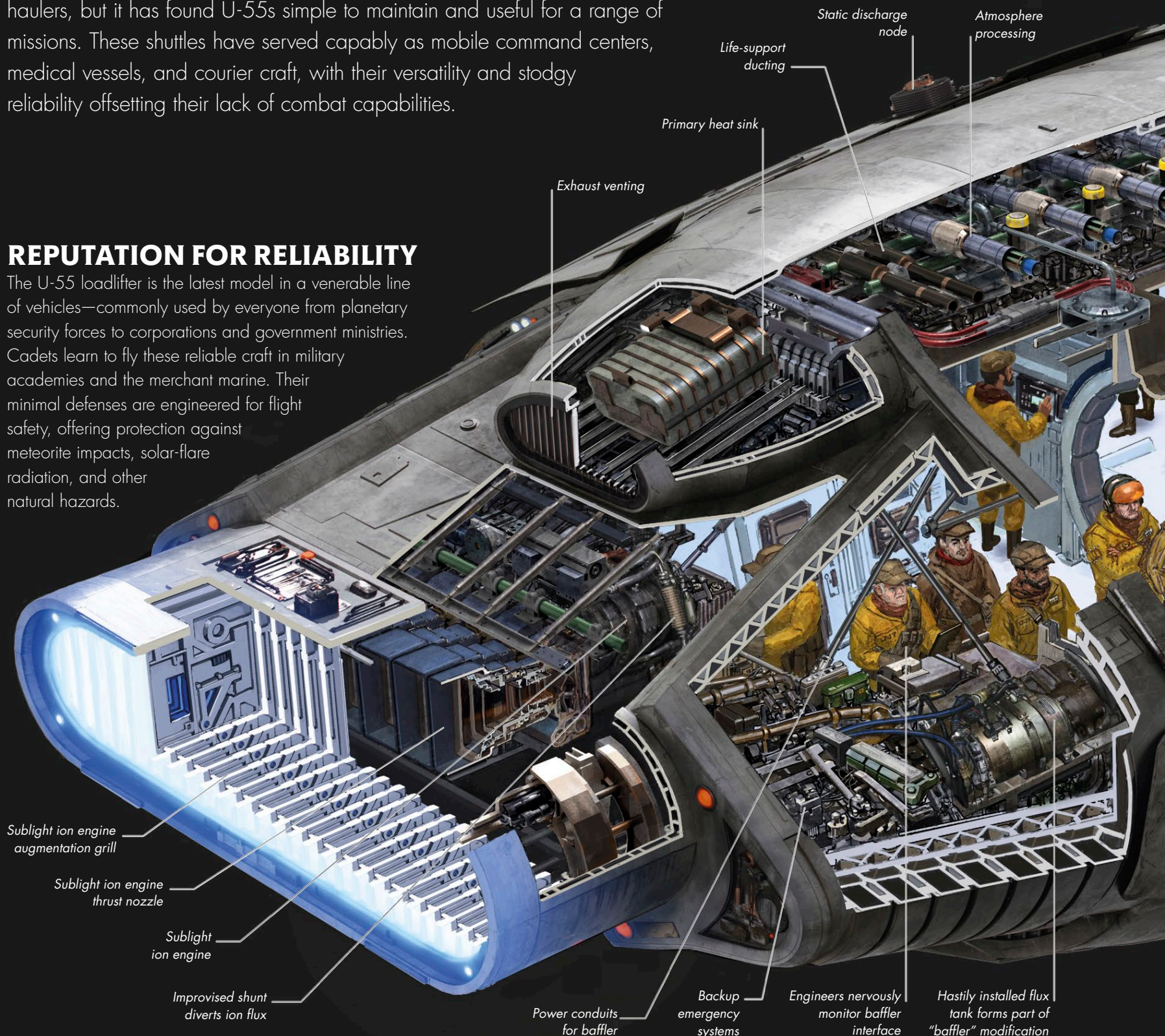
The resistance relies on shuttles for any number of tasks, from ferrying equipment between bases to carrying command personnel to clandestine meetings with sympathetic New Republic bureaucrats. Formally known as U-55 loadlifters, these shuttles are unarmed, slow to maneuver, and incapable of faster-than-light travel. Pilots know they are easy prey for any enemies, and rely on fighter escorts to travel the spacelanes in safety. The Resistance has larger transports, including a few ancient GR-75 cargo-haulers, but it has found U-55s simple to maintain and useful for a range of missions. These shuttles have served capably as mobile command centers, medical vessels, and courier craft, with their versatility and stodgy reliability offsetting their lack of combat capabilities.

REPUTATION FOR RELIABILITY

The U-55 loadlifter is the latest model in a venerable line of vehicles—commonly used by everyone from planetary security forces to corporations and government ministries. Cadets learn to fly these reliable craft in military academies and the merchant marine. Their minimal defenses are engineered for flight safety, offering protection against meteorite impacts, solar-flare radiation, and other natural hazards.

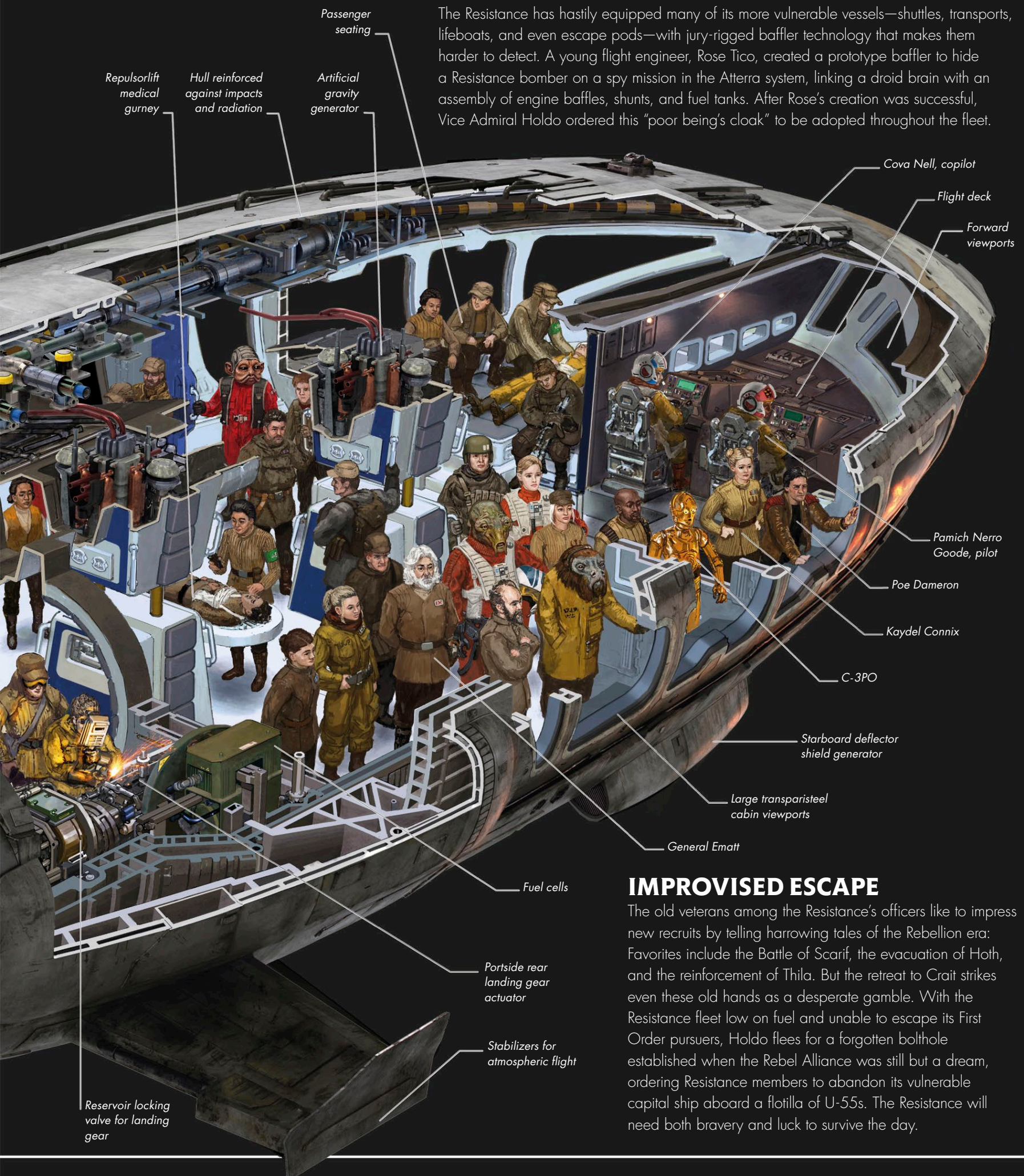
DATA FILE

- > **MANUFACTURER** Sienar Fleet Systems
- > **MODEL** U-55 orbital loadlifter
- > **TYPE** Shuttle
- > **DIMENSIONS** Length: 22.63 m (74 ft 3 in); width: 12.34 m (40 ft 6 in); height: 5.15 m (16 ft 11 in)
- > **CREW** 2 pilots, 1 engineer (plus up to 60 passengers)
- > **WEAPONS** None
- > **AFFILIATION** Resistance



BAFFLING THE ENEMY

The Resistance has hastily equipped many of its more vulnerable vessels—shuttles, transports, lifeboats, and even escape pods—with jury-rigged baffler technology that makes them harder to detect. A young flight engineer, Rose Tico, created a prototype baffler to hide a Resistance bomber on a spy mission in the Atterra system, linking a droid brain with an assembly of engine baffles, shunts, and fuel tanks. After Rose's creation was successful, Vice Admiral Holdo ordered this "poor being's cloak" to be adopted throughout the fleet.

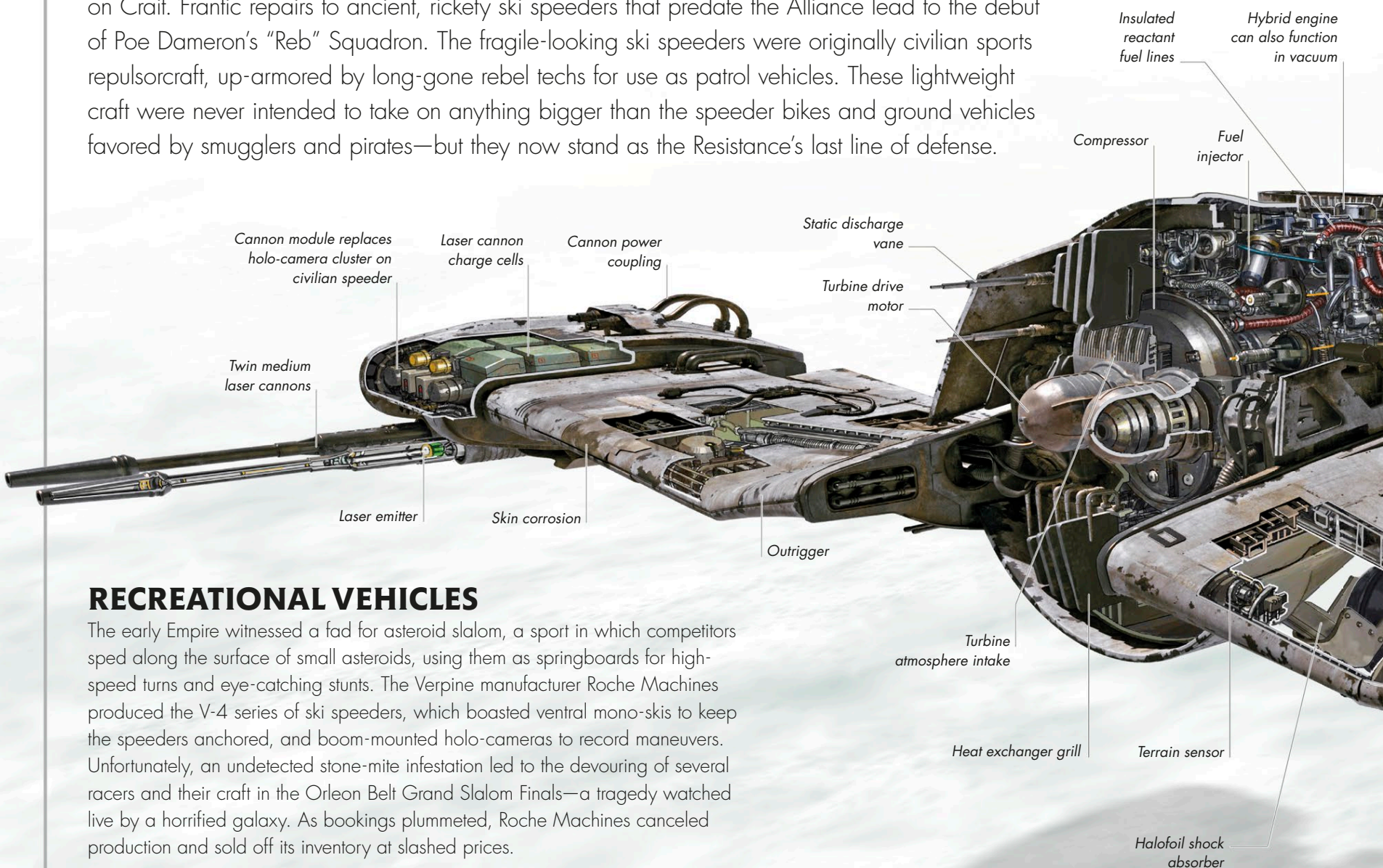


IMPROVISED ESCAPE

The old veterans among the Resistance's officers like to impress new recruits by telling harrowing tales of the Rebellion era: Favorites include the Battle of Scarif, the evacuation of Hoth, and the reinforcement of Thila. But the retreat to Crait strikes even these old hands as a desperate gamble. With the Resistance fleet low on fuel and unable to escape its First Order pursuers, Holdo flees for a forgotten bolthole established when the Rebel Alliance was still but a dream, ordering Resistance members to abandon its vulnerable capital ship aboard a flotilla of U-55s. The Resistance will need both bravery and luck to survive the day.

SKI SPEEDER

The Resistance has a track record of making ends meet with surplus New Republic warships, supplies obtained on the black market, and carefully maintained equipment from the Rebellion era. But ingenuity gives way to desperation when a First Order strike force corners the Resistance on Crait. Frantic repairs to ancient, rickety ski speeders that predate the Alliance lead to the debut of Poe Dameron’s “Reb” Squadron. The fragile-looking ski speeders were originally civilian sports repulsorcraft, up-armored by long-gone rebel techs for use as patrol vehicles. These lightweight craft were never intended to take on anything bigger than the speeder bikes and ground vehicles favored by smugglers and pirates—but they now stand as the Resistance’s last line of defense.



RECREATIONAL VEHICLES

The early Empire witnessed a fad for asteroid slalom, a sport in which competitors sped along the surface of small asteroids, using them as springboards for high-speed turns and eye-catching stunts. The Verpine manufacturer Roche Machines produced the V-4 series of ski speeders, which boasted ventral mono-skis to keep the speeders anchored, and boom-mounted holo-cameras to record maneuvers. Unfortunately, an undetected stone-mite infestation led to the devouring of several racers and their craft in the Orleon Belt Grand Slalom Finals—a tragedy watched live by a horrified galaxy. As bookings plummeted, Roche Machines canceled production and sold off its inventory at slashed prices.

DATA FILE

- > **MANUFACTURER** Roche Machines
- > **MODEL** Modified V-4X-D Ski Speeder
- > **TYPE** Airspeeder
- > **DIMENSIONS** Length: 7.33 m (24 ft 1 in); width: 11.5 m (37 ft 9 in); height: 4.27 m (14 ft)
- > **CREW** 1 pilot
- > **WEAPONS** 2 medium laser cannons
- > **AFFILIATION** Rebel Alliance, Resistance

UNLIKELY BUYERS

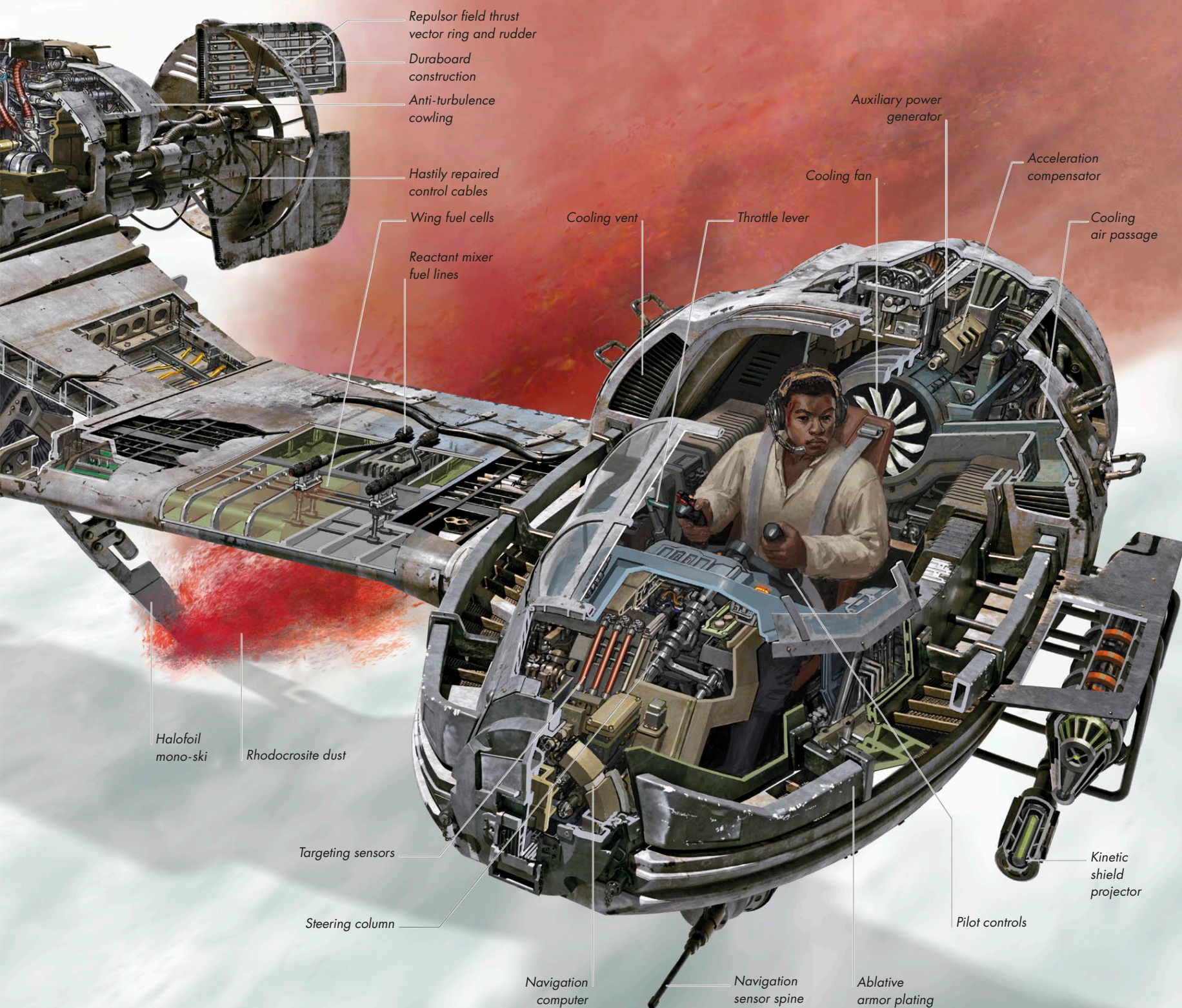
With the asteroid slalom craze over, most of Roche Machines’ ski speeders were scrapped. But a few found unlikely second lives thanks to tinkers in asteroid settlements. Ski speeders were recast as exploration craft and transports, their outriggers adapted for mounting everything from scientific instruments to supply pods. Meanwhile, a rebel cell backed by Alderaanians credits adapted a number of ski speeders for use as patrol craft on Crait. The rebel techs attached laser cannons to the speeders’ booms and added as much armor as the lightweight craft could accommodate.

CRIMSON CALLING CARD

Ski speeders were designed for use on asteroids, where there is enough gravity for repulsorlifts to engage, but not enough for true flight. They prove mildly terrifying to pilot in the heavier gravity of a planetary surface—the overcompensating repulsors threaten to launch the lightweight craft into the air with every bounce. The ventral mono-ski stabilizes the speeder, ensuring its powerful engine supplies thrust and not lift, and cuts a groove in Crait’s bright white layer of saline crust. Crimson crystalline dust gouged out by the mono-ski is caught by the engine blast, giving each speeder a defiantly gaudy red tail.

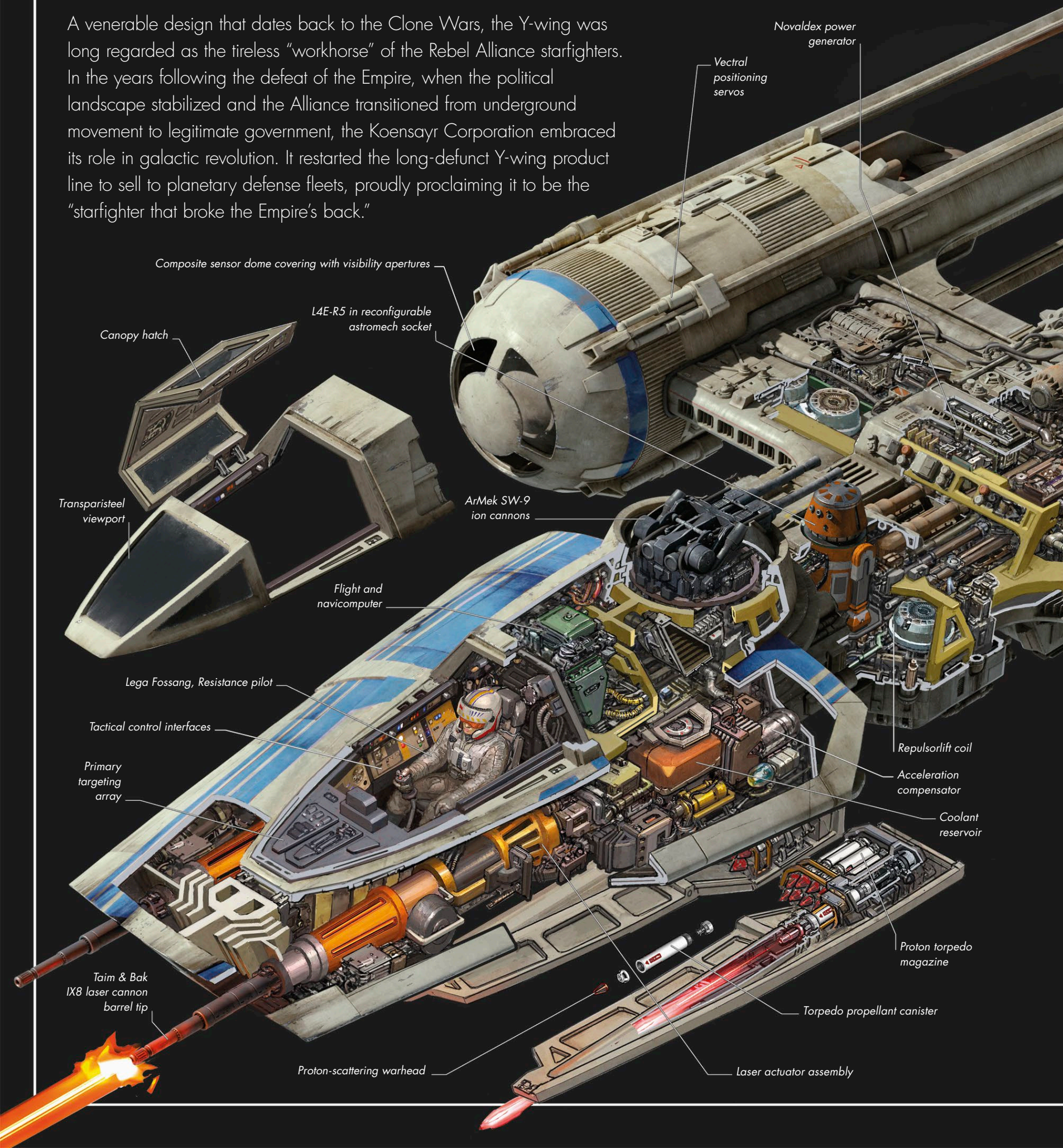
FAMILY RESEMBLANCE

Sizing up his first ski speeder, Poe Dameron complains that it’s “a B-wing that can’t fly.” The squadron leader is closer to the truth than he knows: The ski speeder’s cockpit pod, central engine, and outrigger are mainstays of Verpine ship designs, which include the T-6 shuttle, the V-19 Torrent starfighter, and the production model of the B-wing fighter. The B-wing line began with a prototype built by the Mon Calamari engineer Quarrie, who sought to improve on Verpine shipwrights’ designs.



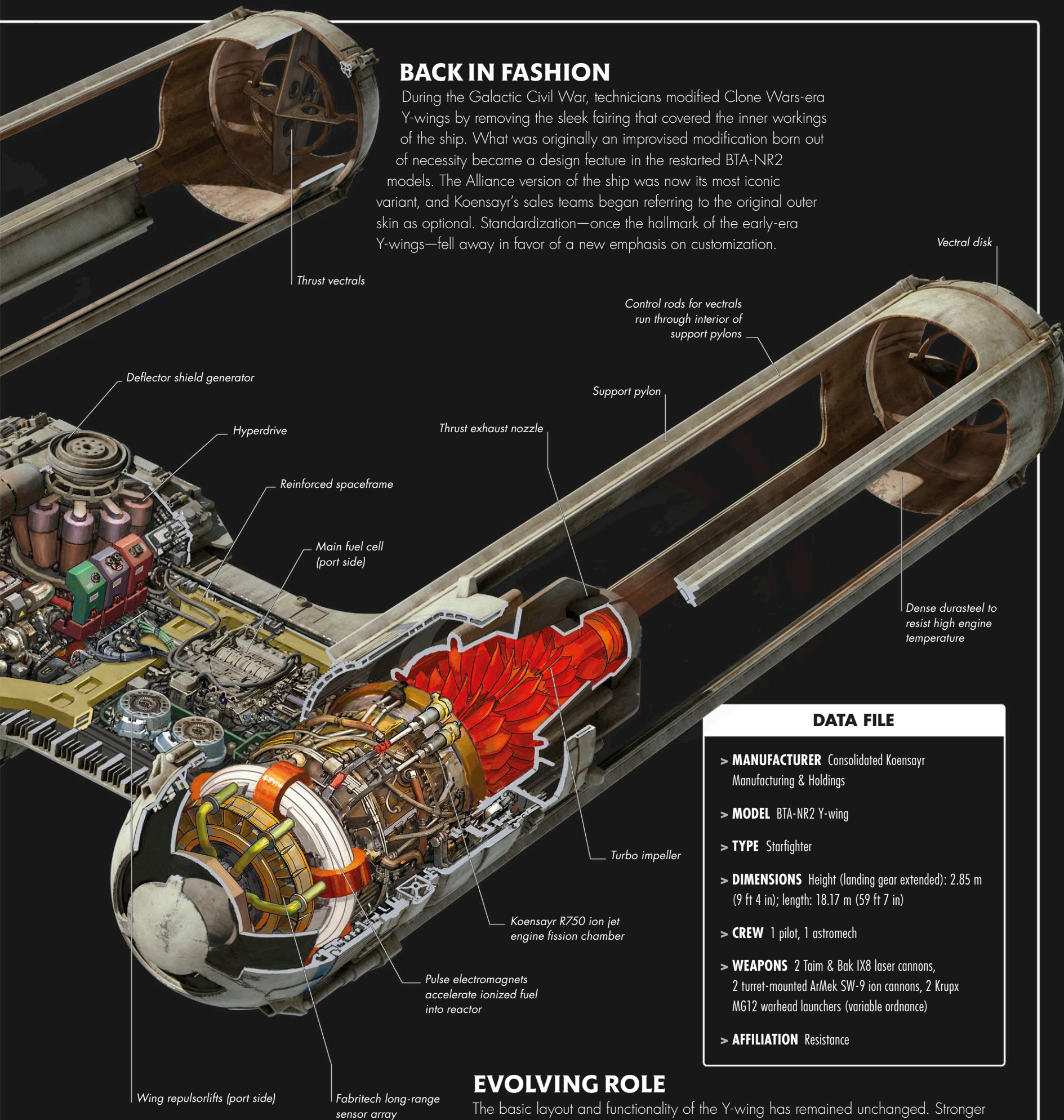
BTA-NR2 Y-WING

A venerable design that dates back to the Clone Wars, the Y-wing was long regarded as the tireless "workhorse" of the Rebel Alliance starfighters. In the years following the defeat of the Empire, when the political landscape stabilized and the Alliance transitioned from underground movement to legitimate government, the Koensayr Corporation embraced its role in galactic revolution. It restarted the long-defunct Y-wing product line to sell to planetary defense fleets, proudly proclaiming it to be the "starfighter that broke the Empire's back."



BACK IN FASHION

During the Galactic Civil War, technicians modified Clone Wars-era Y-wings by removing the sleek fairing that covered the inner workings of the ship. What was originally an improvised modification born out of necessity became a design feature in the restarted BTA-NR2 models. The Alliance version of the ship was now its most iconic variant, and Koensayr's sales teams began referring to the original outer skin as optional. Standardization—once the hallmark of the early-era Y-wings—fell away in favor of a new emphasis on customization.



DATA FILE

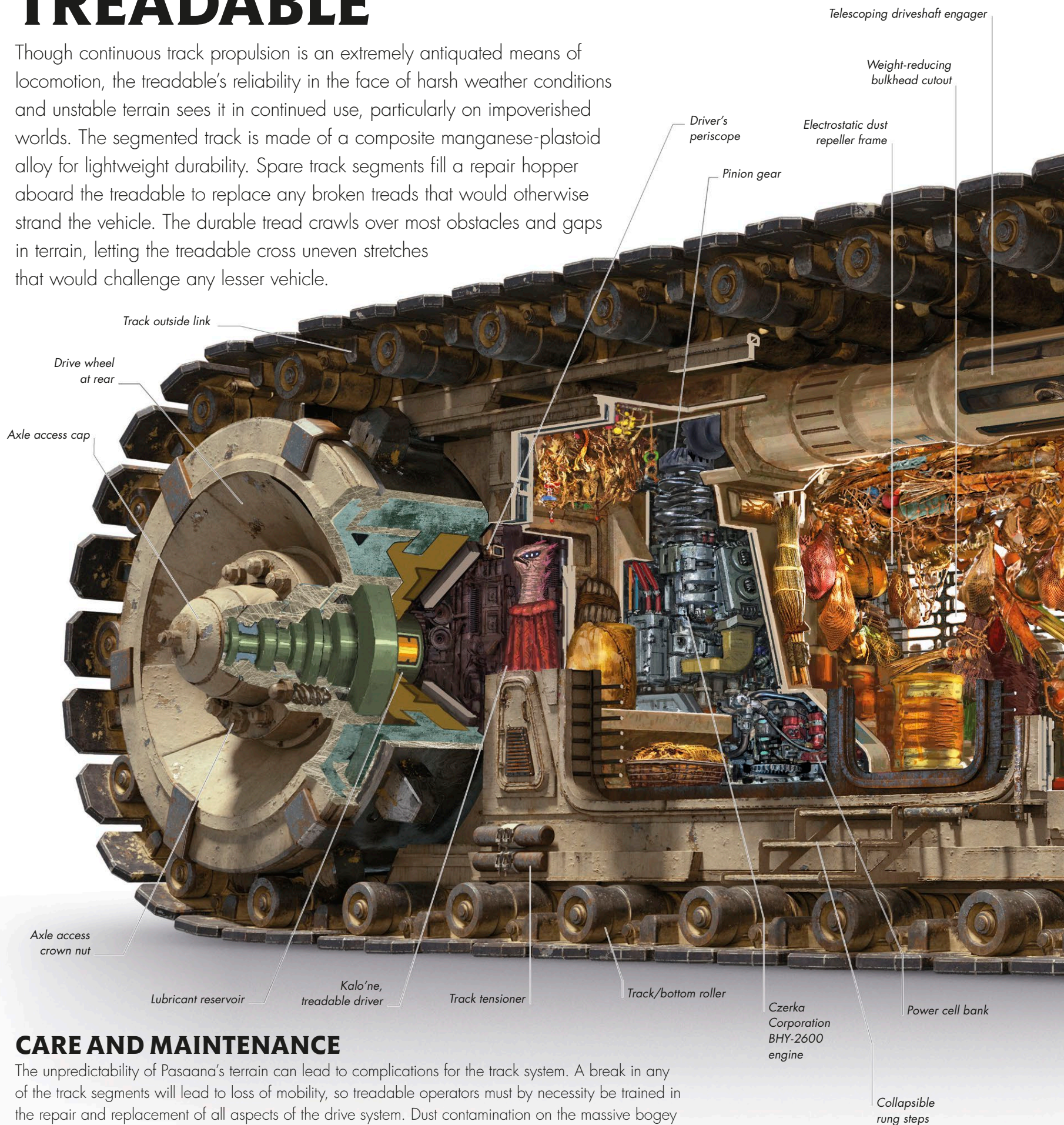
- > **MANUFACTURER** Consolidated Koensayr Manufacturing & Holdings
- > **MODEL** BTA-NR2 Y-wing
- > **TYPE** Starfighter
- > **DIMENSIONS** Height (landing gear extended): 2.85 m (9 ft 4 in); length: 18.17 m (59 ft 7 in)
- > **CREW** 1 pilot, 1 astromech
- > **WEAPONS** 2 Taim & Bak IX8 laser cannons, 2 turret-mounted ArMek SW-9 ion cannons, 2 Krupx MG12 warhead launchers (variable ordnance)
- > **AFFILIATION** Resistance

EVOLVING ROLE

The basic layout and functionality of the Y-wing has remained unchanged. Stronger deflector shields help make up for its average maneuverability when compared to swifter, more fragile models. Although the Y-wing has traditionally served in the role of fighter-bomber, many of the new generation models do not include ordnance launchers, particularly those that were deployed as New Republic patrol craft.

TREADABLE

Though continuous track propulsion is an extremely antiquated means of locomotion, the treadable's reliability in the face of harsh weather conditions and unstable terrain sees it in continued use, particularly on impoverished worlds. The segmented track is made of a composite manganese-plastoid alloy for lightweight durability. Spare track segments fill a repair hopper aboard the treadable to replace any broken treads that would otherwise strand the vehicle. The durable tread crawls over most obstacles and gaps in terrain, letting the treadable cross uneven stretches that would challenge any lesser vehicle.

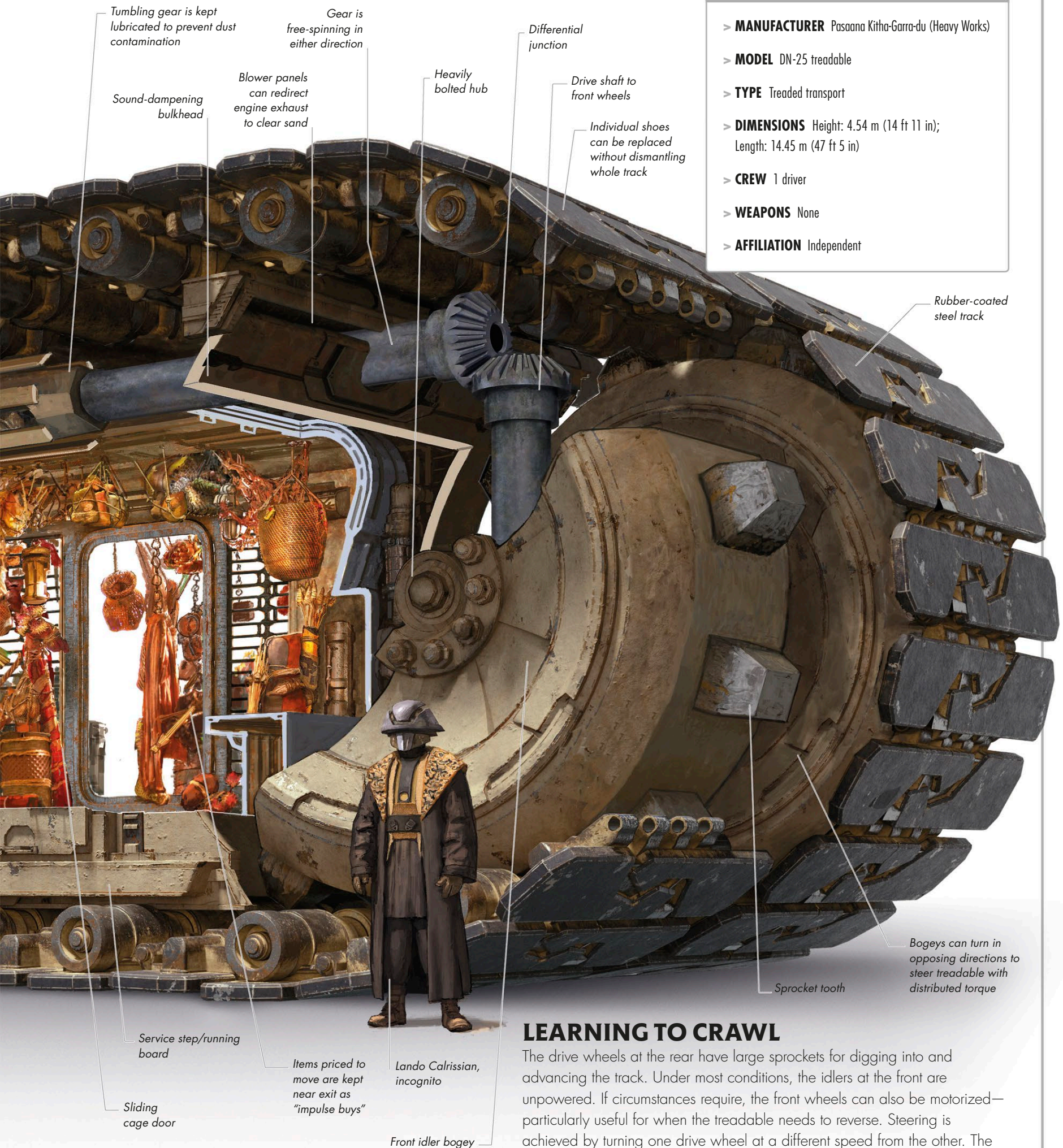


CARE AND MAINTENANCE

The unpredictability of Pasaana's terrain can lead to complications for the track system. A break in any of the track segments will lead to loss of mobility, so treadable operators must by necessity be trained in the repair and replacement of all aspects of the drive system. Dust contamination on the massive bogey wheels is a constant annoyance, necessitating regular lubrication of the axles and drive transmission. The exposed cabin and ventilation louvers keep the engine from overheating in the desert sun.

DATA FILE

- > **MANUFACTURER** Pasaana Kitha-Garra-du (Heavy Works)
- > **MODEL** DN-25 treadable
- > **TYPE** Treaded transport
- > **DIMENSIONS** Height: 4.54 m (14 ft 11 in);
Length: 14.45 m (47 ft 5 in)
- > **CREW** 1 driver
- > **WEAPONS** None
- > **AFFILIATION** Independent



Tumbling gear is kept lubricated to prevent dust contamination

Gear is free-spinning in either direction

Sound-dampening bulkhead

Blower panels can redirect engine exhaust to clear sand

Heavily bolted hub

Differential junction

Drive shaft to front wheels

Individual shoes can be replaced without dismantling whole track

Rubber-coated steel track

Bogeys can turn in opposing directions to steer treadable with distributed torque

Sprocket tooth

Service step/running board

Sliding cage door

Items priced to move are kept near exit as "impulse buys"

Lando Calrissian, incognito

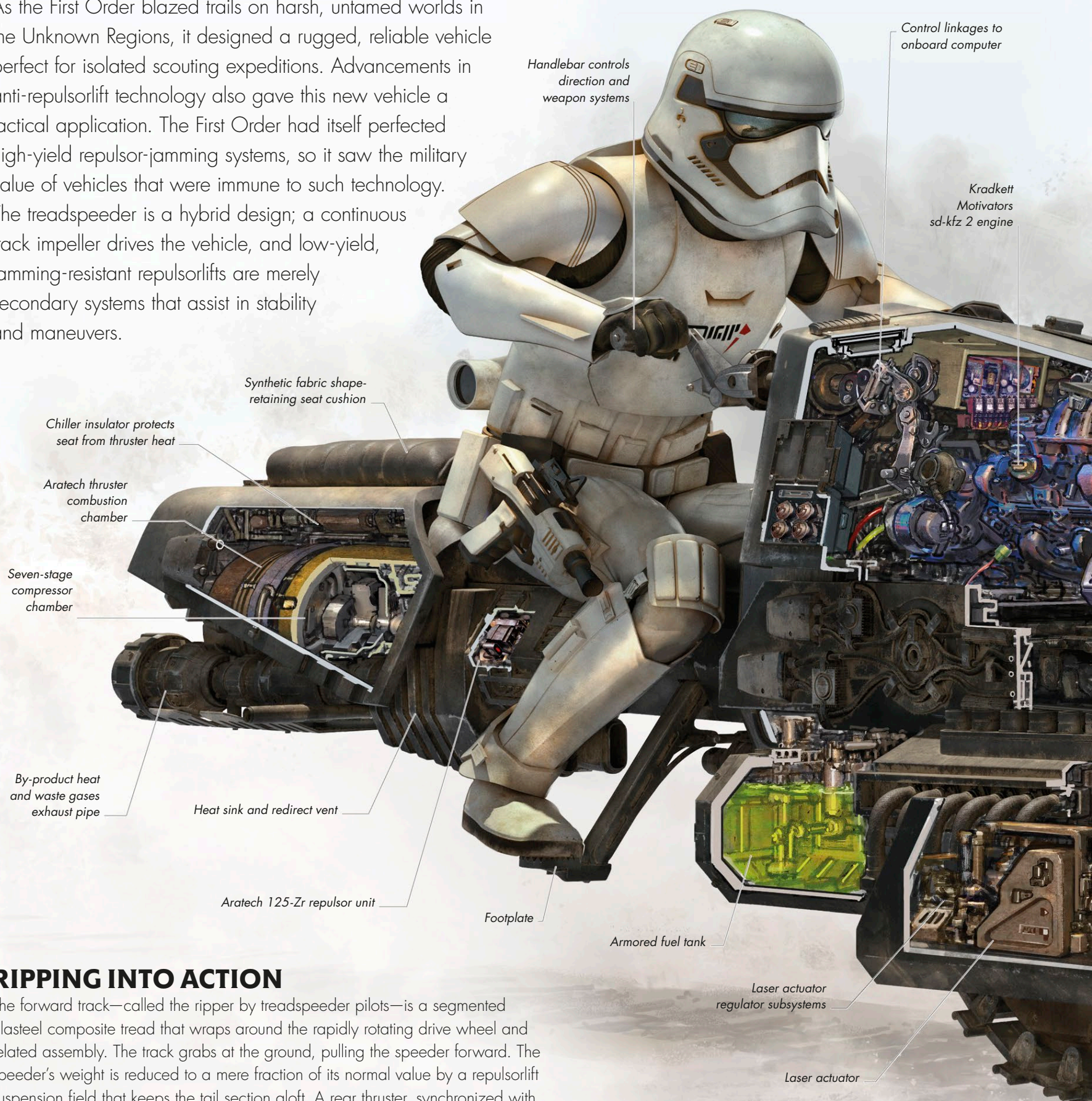
Front idler bogey

LEARNING TO CRAWL

The drive wheels at the rear have large sprockets for digging into and advancing the track. Under most conditions, the idlers at the front are unpowered. If circumstances require, the front wheels can also be motorized—particularly useful for when the treadable needs to reverse. Steering is achieved by turning one drive wheel at a different speed from the other. The resulting differential in track movement turns the treadable to the left or right.

TREADSPEEDER

As the First Order blazed trails on harsh, untamed worlds in the Unknown Regions, it designed a rugged, reliable vehicle perfect for isolated scouting expeditions. Advancements in anti-repulsorlift technology also gave this new vehicle a tactical application. The First Order had itself perfected high-yield repulsor-jamming systems, so it saw the military value of vehicles that were immune to such technology. The treadspeeder is a hybrid design; a continuous track impeller drives the vehicle, and low-yield, jamming-resistant repulsorlifts are merely secondary systems that assist in stability and maneuvers.



RIPPING INTO ACTION

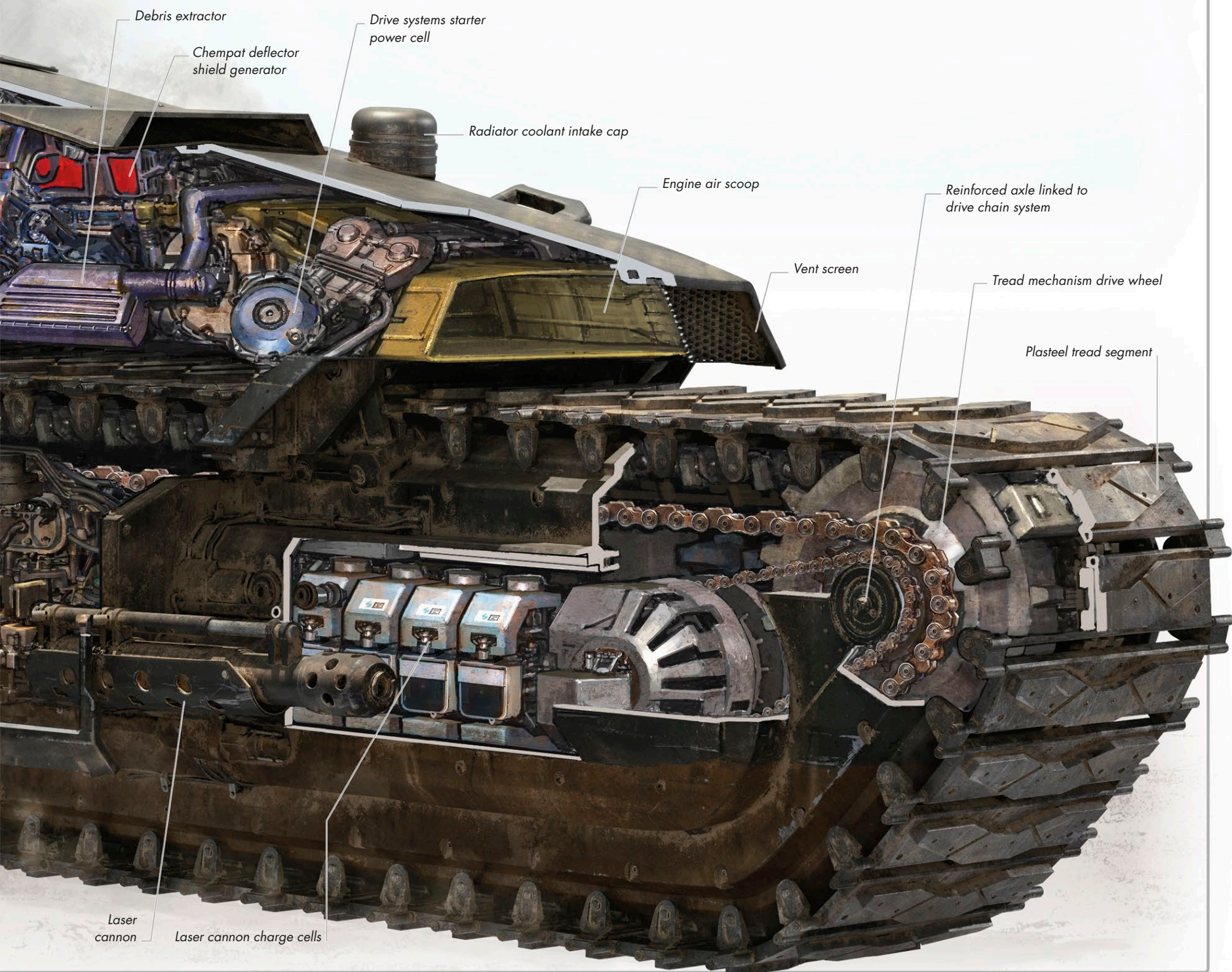
The forward track—called the ripper by treadspeeder pilots—is a segmented plasteel composite tread that wraps around the rapidly rotating drive wheel and related assembly. The track grabs at the ground, pulling the speeder forward. The speeder's weight is reduced to a mere fraction of its normal value by a repulsorlift suspension field that keeps the tail section aloft. A rear thruster, synchronized with the drive track, boosts the treadspeeder's overall speed, and when combined with omnidirectional deflector field baffles, adds maneuverability. The end result is an effective mixture of high-tech design and brute-force mechanics.

TACTICAL SYSTEMS

The treadspeeder incorporates the latest in First Order military shielding technology. Deflector shields on ground vehicles are rare, as atmospheric particles tend to overstimulate the shield systems causing inefficient power spikes and drainage. The First Order's fractional refresh system lets the shields remain active at a diminished state, and then go "solid" when advanced sensor systems in the pilot's helmet detect an incoming threat. For offense, the treadspeeder has a pair of Sonn-Blas heavy laser cannons mounted on outriggers. These have self-contained power sources that do not rely on the treadspeeder's main powerplant. The pilot and passenger can supplement this firepower with small-arms fire.

DATA FILE

- > **MANUFACTURER** Aratech-Loratus
- > **MODEL** 125-Z
- > **TYPE** Treadspeeder bike
- > **DIMENSIONS** Height: 1.11 m (3 ft 8 in); length: 4.17 m (13 ft 8 in)
- > **CREW** 1 pilot, space for 1 passenger
- > **WEAPONS** 2 heavy laser cannons
- > **AFFILIATION** First Order



REY'S SKIMMER

The Arunskin 75D skimmer that Rey "liberates" belongs to farmer Jo-Dapshi Gorubunn. He had used it to transport to the festival some surplus dried goods from last year's harvest, which had been taking up room in his siltbarn. Gorubunn's grandson has, unknown to the old farmer, been tinkering with the skimmer, decoupling governors that would otherwise have limited its top speed. Gorubunn is shocked that some strange young woman would steal his work craft and that the First Order would give pursuit, but even more shocked that his old 75D could tear into the desert at such a clip.



SIMPLIFIED, STURDY CONSTRUCTION

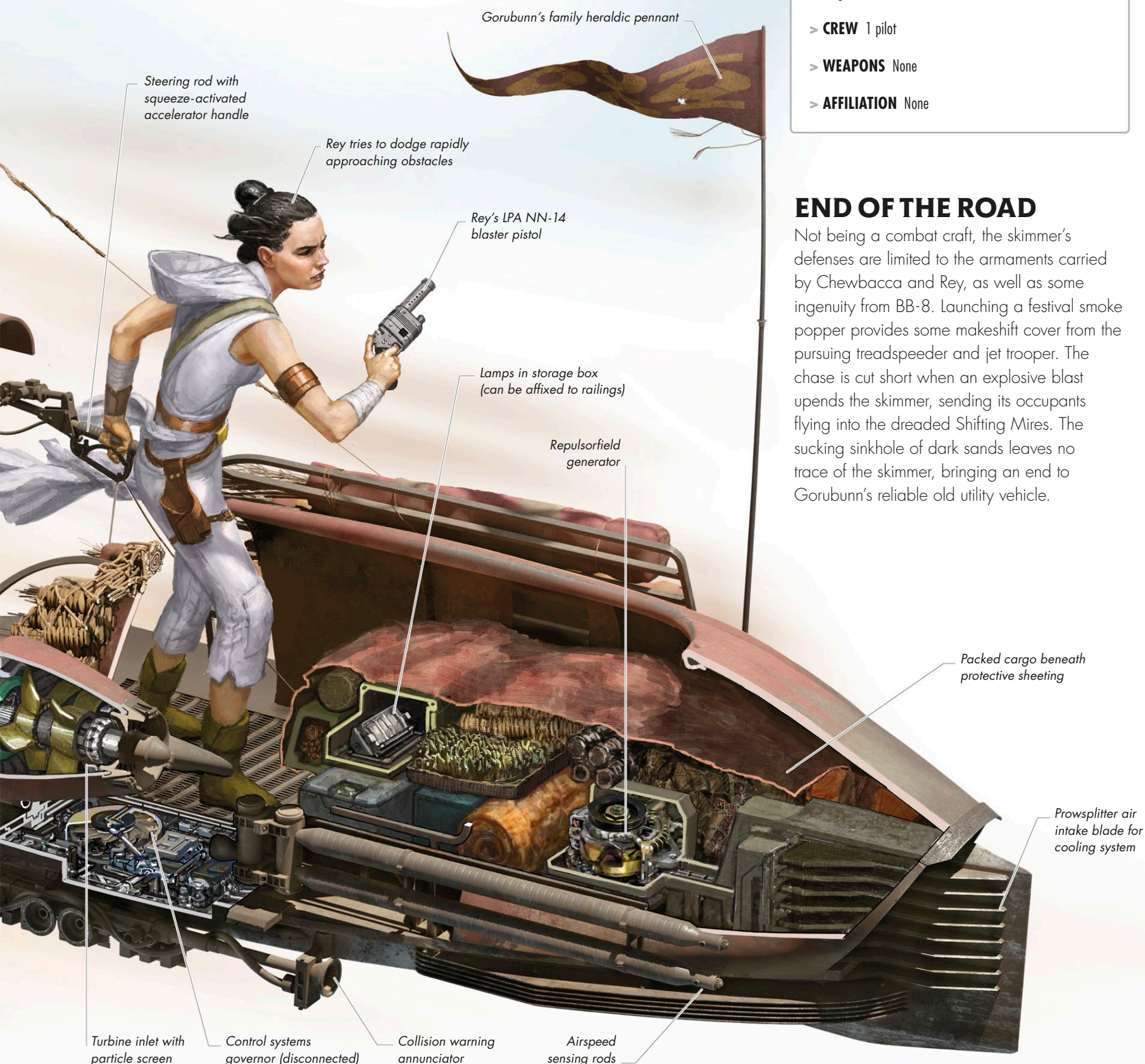
The lack of sophistication in the skimmer's systems means there are fewer things that can go wrong aboard the craft. This is true of most farm vehicles on Pasaana, where the ever-present dust of the desert can clog more delicate machinery. Control systems are mostly mechanical rather than electronic, with raw muscle power transferred through the tug of cables and pulleys to move the steering vanes or open the fuel flow in the thruster. Rey pushes the old skimmer to its limits in her attempt to outrun the First Order.

DATA FILE

- > **MANUFACTURER** GoCorp
- > **MODEL** Modified Arunskin 75D
- > **TYPE** Skiff
- > **DIMENSIONS** Height: 2.87 m (9 ft 5 in); length: 6.57 m (21 ft 7 in)
- > **CREW** 1 pilot
- > **WEAPONS** None
- > **AFFILIATION** None

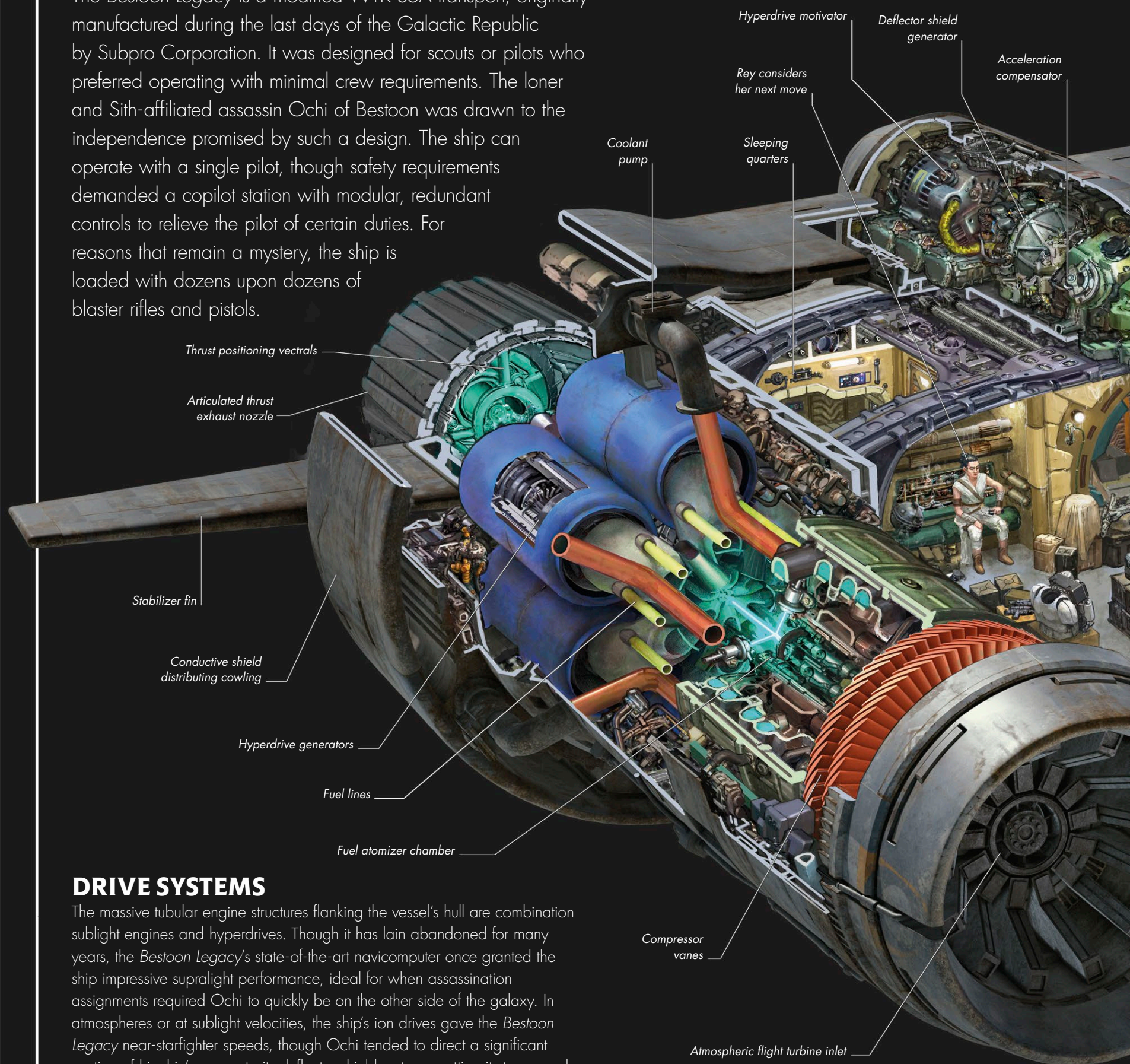
END OF THE ROAD

Not being a combat craft, the skimmer's defenses are limited to the armaments carried by Chewbacca and Rey, as well as some ingenuity from BB-8. Launching a festival smoke popper provides some makeshift cover from the pursuing treadspeeder and jet trooper. The chase is cut short when an explosive blast upends the skimmer, sending its occupants flying into the dreaded Shifting Mires. The sucking sinkhole of dark sands leaves no trace of the skimmer, bringing an end to Gorubunn's reliable old utility vehicle.



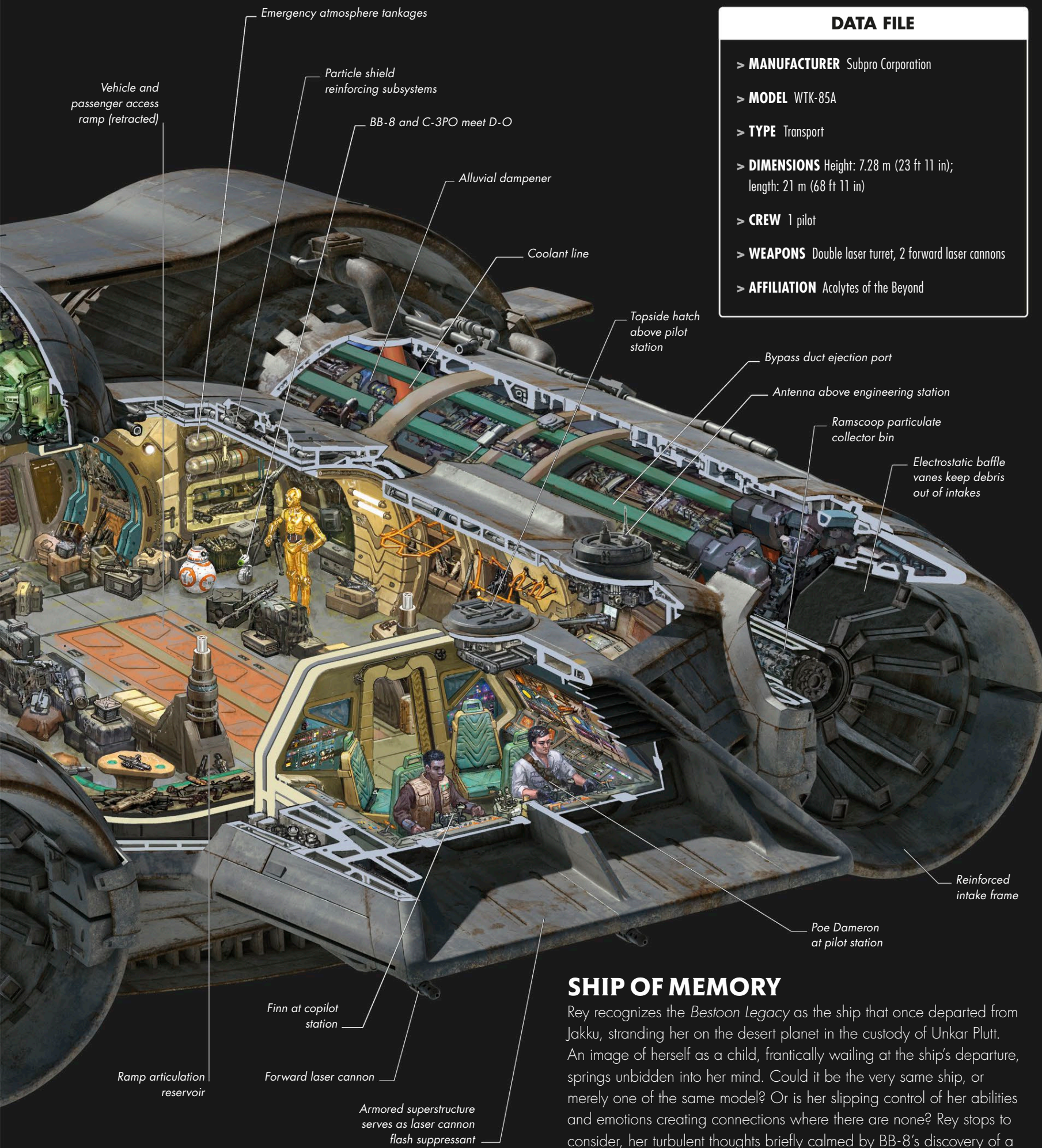
BESTOON LEGACY

The *Bestoon Legacy* is a modified WTK-85A transport, originally manufactured during the last days of the Galactic Republic by Subpro Corporation. It was designed for scouts or pilots who preferred operating with minimal crew requirements. The loner and Sith-affiliated assassin Ochi of Bestoon was drawn to the independence promised by such a design. The ship can operate with a single pilot, though safety requirements demanded a copilot station with modular, redundant controls to relieve the pilot of certain duties. For reasons that remain a mystery, the ship is loaded with dozens upon dozens of blaster rifles and pistols.



DRIVE SYSTEMS

The massive tubular engine structures flanking the vessel's hull are combination sublight engines and hyperdrives. Though it has lain abandoned for many years, the *Bestoon Legacy*'s state-of-the-art navicomputer once granted the ship impressive supralight performance, ideal for when assassination assignments required Ochi to quickly be on the other side of the galaxy. In atmospheres or at sublight velocities, the ship's ion drives gave the *Bestoon Legacy* near-starfighter speeds, though Ochi tended to direct a significant portion of his ship's power to its deflector shield systems, cutting its top speed in favor of protection. The vessel was only lightly armed, as Ochi preferred to do his dirty work by hand rather than in ship-to-ship combat.



DATA FILE

- > **MANUFACTURER** Subpro Corporation
- > **MODEL** WTK-85A
- > **TYPE** Transport
- > **DIMENSIONS** Height: 7.28 m (23 ft 11 in); length: 21 m (68 ft 11 in)
- > **CREW** 1 pilot
- > **WEAPONS** Double laser turret, 2 forward laser cannons
- > **AFFILIATION** Acolytes of the Beyond

SHIP OF MEMORY

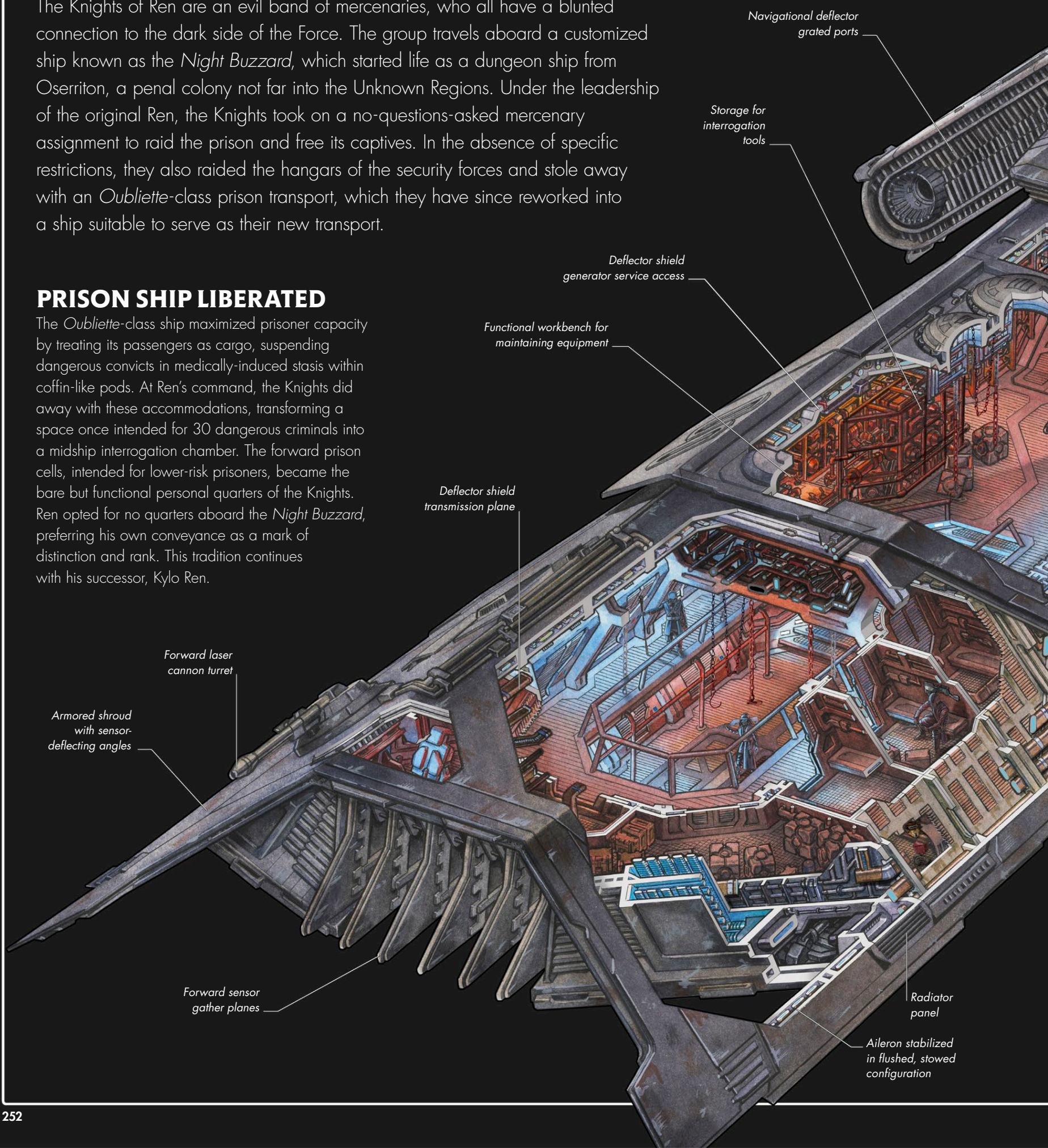
Rey recognizes the *Bestoon Legacy* as the ship that once departed from Jakku, stranding her on the desert planet in the custody of Unkar Plutt. An image of herself as a child, frantically wailing at the ship's departure, springs unbidden into her mind. Could it be the very same ship, or merely one of the same model? Or is her slipping control of her abilities and emotions creating connections where there are none? Rey stops to consider, her turbulent thoughts briefly calmed by BB-8's discovery of a companion droid aboard the ship, a little wheeled unit named D-O.

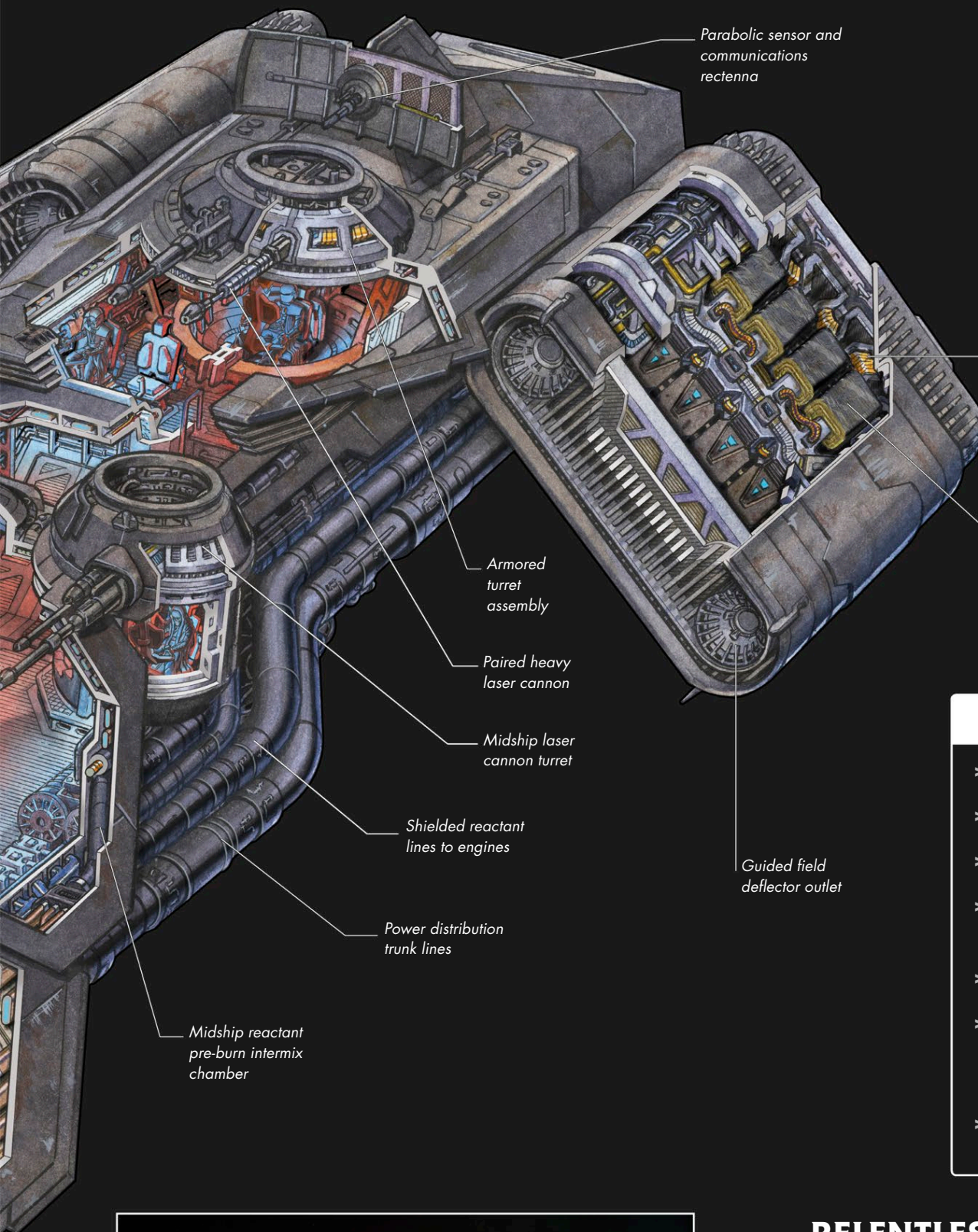
NIGHT BUZZARD

The Knights of Ren are an evil band of mercenaries, who all have a blunted connection to the dark side of the Force. The group travels aboard a customized ship known as the *Night Buzzard*, which started life as a dungeon ship from Oserriton, a penal colony not far into the Unknown Regions. Under the leadership of the original Ren, the Knights took on a no-questions-asked mercenary assignment to raid the prison and free its captives. In the absence of specific restrictions, they also raided the hangars of the security forces and stole away with an *Oubliette*-class prison transport, which they have since reworked into a ship suitable to serve as their new transport.

PRISON SHIP LIBERATED

The *Oubliette*-class ship maximized prisoner capacity by treating its passengers as cargo, suspending dangerous convicts in medically-induced stasis within coffin-like pods. At Ren's command, the Knights did away with these accommodations, transforming a space once intended for 30 dangerous criminals into a midship interrogation chamber. The forward prison cells, intended for lower-risk prisoners, became the bare but functional personal quarters of the Knights. Ren opted for no quarters aboard the *Night Buzzard*, preferring his own conveyance as a mark of distinction and rank. This tradition continues with his successor, Kylo Ren.





A BAFFLING ARRAY

The *Night Buzzard's* fiery sublight engines would ordinarily shine like a beacon to scanners, but the Knights have modified them for stealth. Heat-sink insulator particles sublime into vapor, which belches from the engine ports as noxious, black smoke. This smoke dissipates the heat signature and can even act as a long range cloak.

DATA FILE

- > **MANUFACTURER** Osseriton Assemblages
- > **MODEL** Modified *Oubliette*-class
- > **TYPE** Transport
- > **DIMENSIONS** Height: 5.88 m (19 ft 3 in); length: 35.94 m (117 ft 11 in)
- > **CREW** 1 pilot (minimum), 4 gunners
- > **WEAPONS** 1 forward laser cannon turret, 1 midship laser cannon turret, 1 rear heavy laser cannon turret, 2 rear-facing fixed laser cannons
- > **AFFILIATION** Knights of Ren



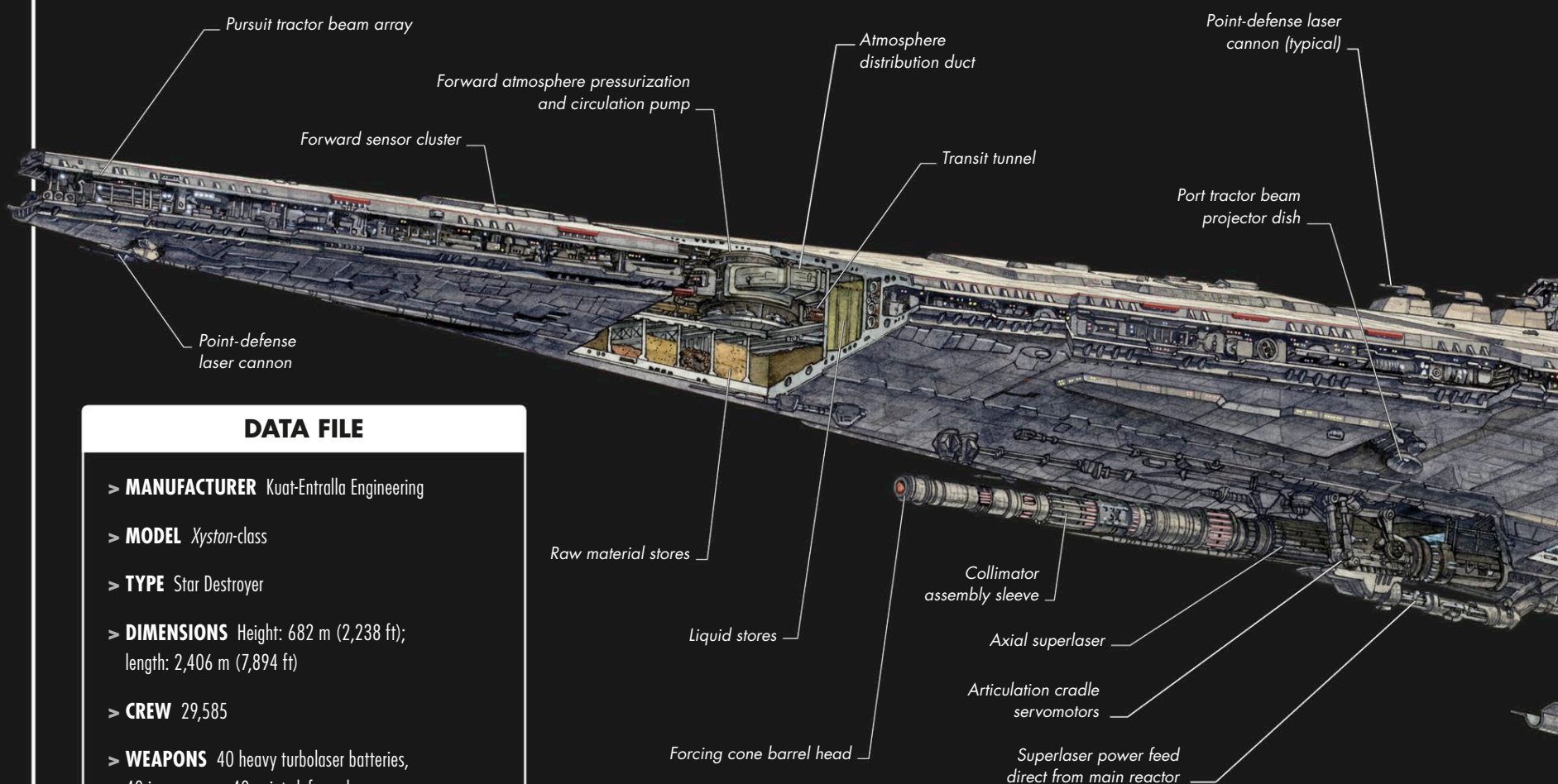
Nested in an asteroid cluster in the Pasaana system, the *Night Buzzard* disappears from all but the most focused sensor scans, ready to follow the *Bestoon Legacy*.

RELENTLESS PURSUIT VESSEL

This *Oubliette*-class vessel had little in the ways of amenities to start, given its singular original purpose: ferrying criminals from surrounding systems to a hard labor camp where convicts are sent to be forgotten about, extracting resources from the harsh landscape. Further modifications to the dungeon ship added speed and stealth capabilities, and antipersonnel weapons—designed initially to put down prison uprisings—were augmented with greater ship-to-ship offensive capabilities. Gone are any hints of livery designating it as part of the Osseriton correctional facilities, scoured away and replaced with the ebon armor that matches the foreboding look of the Knights themselves.

SITH STAR DESTROYER

Darth Sidious has always desired unchallenged conquest. The combined machinations of the Final Order fleet and the Sith Eternal cult provide him two vital components to achieve his goal: the means of unleashing apocalypse at a moment's notice anywhere in the galaxy, and a pathway to immortality should such power ever be used against him. The Final Order Star Destroyers, nearing operational readiness, would be a far more agile and responsive instrument of terror than the Death Stars or even Starkiller Base. Once free from their cradle in the chaotic space surrounding Exegol, these Sith Star Destroyers could strike any world in the galaxy connected by a hyperspace route, unleashing a planet-shattering blast from an axial superlaser.



DATA FILE

- > **MANUFACTURER** Kuat-Entralla Engineering
- > **MODEL** *Xyston*-class
- > **TYPE** Star Destroyer
- > **DIMENSIONS** Height: 682 m (2,238 ft); length: 2,406 m (7,894 ft)
- > **CREW** 29,585
- > **WEAPONS** 40 heavy turbolaser batteries, 40 ion cannons, 40 point-defense laser cannons, 35 variable-ordnance warhead launchers, 10 heavy tractor beam projectors, axial superlaser
- > **AFFILIATION** Sith Eternal

IMPERIAL LEGACY

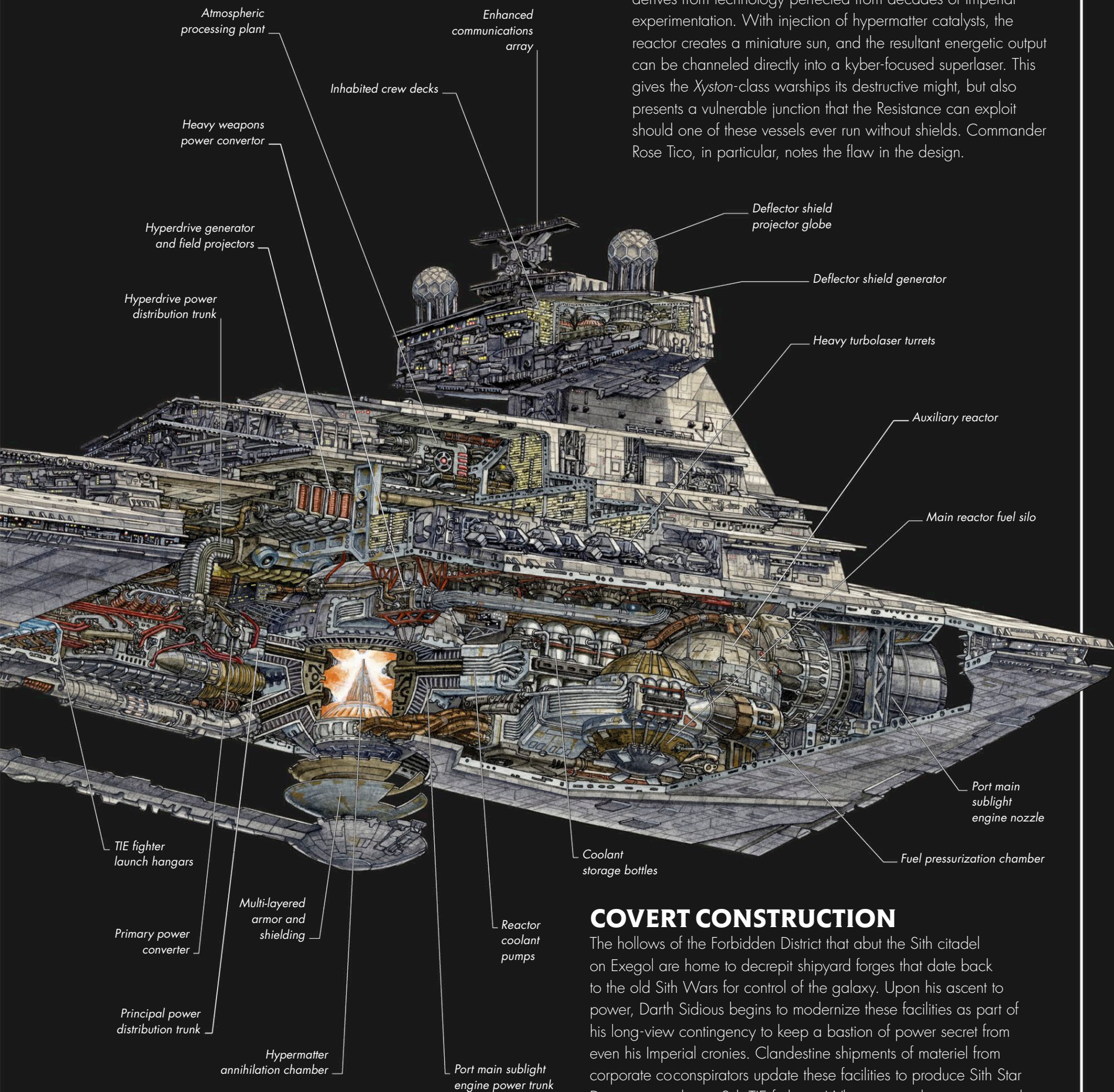
Retooling and modification of existing Kuat Drive Yards construction systems produce a ship that resembles a scaled-up version of the classic *Imperial I*-class Star Destroyer. These Sith Star Destroyers feature more efficient automation that cuts down on crew requirements. Hangar space and deep storage areas are sacrificed to make way for the axial superlaser and the related power distribution network. The dark hull and red markings are distinct to the Final Order design.



The Final Order fleet is at its most vulnerable during the launch from the Exegol. The ships' flight control systems are surrendered to a coordinating intelligence that guides their ascents.

HEART OF DESTRUCTION

The solar ionization reactor powering the Sith Star Destroyer derives from technology perfected from decades of Imperial experimentation. With injection of hypermatter catalysts, the reactor creates a miniature sun, and the resultant energetic output can be channeled directly into a kyber-focused superlaser. This gives the *Xyston*-class warships its destructive might, but also presents a vulnerable junction that the Resistance can exploit should one of these vessels ever run without shields. Commander Rose Tico, in particular, notes the flaw in the design.



COVERT CONSTRUCTION

The hollows of the Forbidden District that about the Sith citadel on Exegol are home to decrepit shipyard forges that date back to the old Sith Wars for control of the galaxy. Upon his ascent to power, Darth Sidious begins to modernize these facilities as part of his long-view contingency to keep a bastion of power secret from even his Imperial cronies. Clandestine shipments of materiel from corporate coconspirators update these facilities to produce Sith Star Destroyers and new Sith TIE fighters. When active, these automated forges can work tirelessly, far from the view of the New Republic.

GLOSSARY

ASTROMECH (DROID)

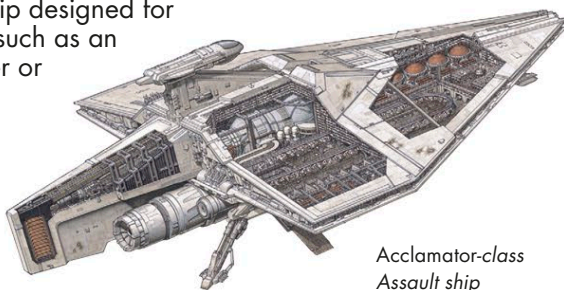
Multipurpose utility droid, designed primarily for use in spacecraft. Many starfighters incorporate an integral astromech droid to assist with astronavigation.

BLASTER CANNON

Limited-range, heavy artillery weapon fitted to starships for defensive use. Blasters utilize high-energy blaster gas to produce a visible beam of intense energy, which can cause tremendous damage to structures and organic tissue. Although their destructive power is considerable, blaster cannons are not as powerful as laser cannons.

CAPITAL SHIP

A large military starship designed for deep-space warfare, such as an Imperial Star Destroyer or Mon Calamari Star Cruiser. With crews numbering in the hundreds or even thousands, capital ships have numerous heavy weapons and shields. They often carry shuttles, starfighters, and other craft in their huge hangar bays.



Acclamator-class
Assault ship

CLOAKING DEVICE

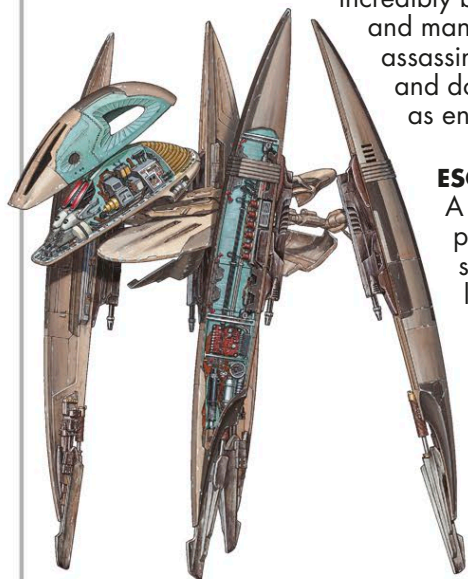
Used to render a starship invisible to electronic detection systems, a cloaking device disrupts the electronic signature normally emitted by a craft's various systems and sensors.

CONCUSSION MISSILE

A projectile that travels at sublight speed and causes destructive shockwaves on impact with its target. Concussion missiles are capable of penetrating the armor of a capital ship.

DROID

Generic term for any form of mobile robotic system that has at least some of the capabilities of locomotion, manipulation, logic, self-aware intelligence, communication, and sensory reception. Droids are usually fashioned in the likeness of their creators, or else are designed for functionality. Programmed with varying degrees of artificial intelligence and powered by internal rechargeable cells, droids are the workhorses of the galaxy. They are employed for an incredibly broad range of tasks, from field and manufacturing labor to use as soldiers, assassins, mechanics, diplomatic aides, and doctors. Many cultures treat droids as enslaved or second-class beings.



Vulture droid

ESCAPE POD

A space capsule used by passengers and crew to abandon starships in emergencies. Once launched, an escape pod uses its sensor systems to collect data on nearby planets, then utilizes its simple drive system to enter the atmosphere of the nearest hospitable world and achieve a safe landing. Pods have a

limited fuel supply, but are equipped with up to two weeks' supplies to aid passenger survival.

HEAT SINKS & RADIATORS

Devices designed to draw away heat generated by spacecraft or vehicle systems and dissipate it into the surrounding environment. Removing this "waste heat" keeps the system's components within their normal operating temperature, preventing malfunctions and breakdowns.

HYPERDRIVE

The "faster-than-light" drive that allows a starship to enter the alternate dimension known as hyperspace, where the normal laws of space and time no longer apply. By traveling through hyperspace, vehicles can cross vast distances of space in an instant.

HYPERDRIVE CLASS

Hyperdrives are rated by "classes": the lower the class, the faster the hyperdrive. Most civilian ships use relatively slow hyperdrives rated at Class Three or higher. Government, diplomatic, and military vessels have Class Two or Class One hyperdrives, while some experimental or "rogue" craft, such as the *Millennium Falcon*, use even faster classes.



Jedi interceptor with
hyperdrive booster

INERTIAL COMPENSATOR

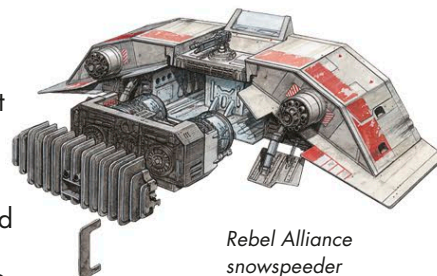
A device that generates a type of artificial gravity, which helps neutralize the effects of accelerating to high speeds aboard medium- and larger-sized spacecraft, such as the *Millennium Falcon*.

ION CANNON

A weapon that fires bolts of ionized energy designed to overload a target's systems or fuse its mechanical components. It is used to disable an opposing starship without causing lasting damage.

ION DRIVE

An extremely common form of sublight drive, employed to transport starships into orbit from planetary surfaces and through local space. Ion engines produce thrust by projecting a stream of charged particles. There are many ion engine configurations, but one of the most successful designs is the twin ion engine utilized in the TIE family of starfighters.



Rebel Alliance
snowspeeder

LASER CANNON

The dominant weapon in the galaxy, found on both military and civilian vehicles. Laser cannons are more powerful than blasters, firing bolts of concentrated energy. They can range from low-grade models—which are only slightly more powerful than blaster rifles—to military versions capable of destroying starfighters with a single blast.



First Order TIE Fighter

PROTON BOMB

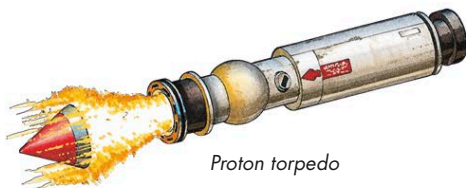
A form of particle weapon that can be dropped onto spacecraft or planetary-surface installations. The bomb creates a cloud of high-velocity protons that can penetrate defensive shields. There are several types of proton bombs in the Imperial arsenal.

PROTON TORPEDO

A high-speed projectile weapon that destroys its targets by releasing a wave of high-energy proton particles on impact. It can bypass standard deflector shielding but can be stopped by particle shielding.

QUAD LASER

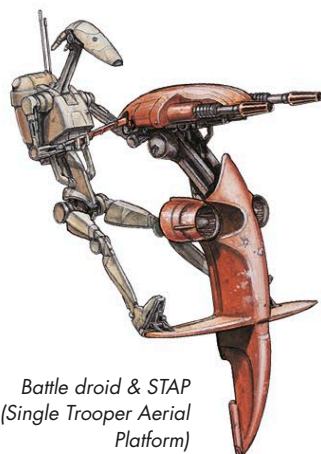
Laser weapon consisting of four linked laser cannons which fire alternately in pairs. Quad lasers are very powerful in comparison to many ship-mounted weapons, but more affordable than turbolasers. They are commonly used on small- to medium-sized starships.



Proton torpedo

REPULSORLIFT

Antigravity technology used by planet-based vehicles. Repulsorlifts create an antigravity field which repels a planet's gravity, providing lift that enables a craft to hover over the surface or fly in the atmosphere. Most starships also use repulsorlift technology for planetary landings and atmospheric flight.



Battle droid & STAP
(Single Trooper Aerial Platform)

SENSOR ARRAY

A suite of information-gathering instruments fitted to a spacecraft or vehicle. A sensor array is composed of a number of different scanners and other detection instruments that provide data on the environment surrounding the craft.

SHIELDS

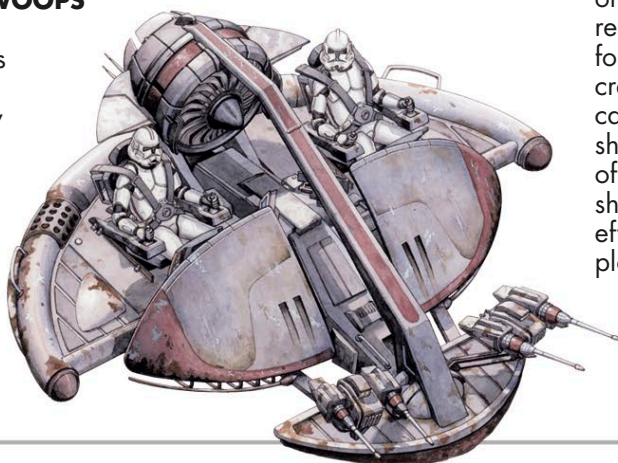
Also known as deflector shields, these protective energy fields absorb laser blasts and deflect physical projectiles. Almost all spacecraft and some vehicles are protected by shields. The strength, radius, and endurance depend upon the available power supply. There are two main types of shields: ray shields, which absorb radiation and raw energy; and particle shields, which repel solid objects.

SPEEDER

Generic term for a ground vehicle that uses repulsorlift technology to hover and fly above a planet's surface. Variations for different environments include landspeeders, airspeeders, and snowspeeders.

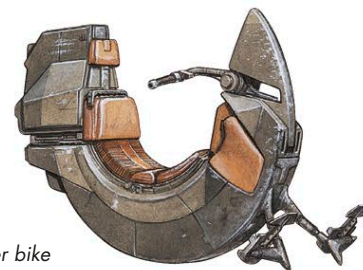
SPEEDER BIKES & SWOOPS

Personal ground-transportation vehicles that use the same repulsorlift technology as speeders to travel across a planet's surface. Designed to carry one or two passengers, speeder bikes are



Republic ISP (Infantry Support Platform)

in use throughout the galaxy for both civilian and military transportation. Swoops are high-powered versions of the speeder bike that are faster and more difficult to control. Swoop racing is a common sporting event throughout the galaxy.



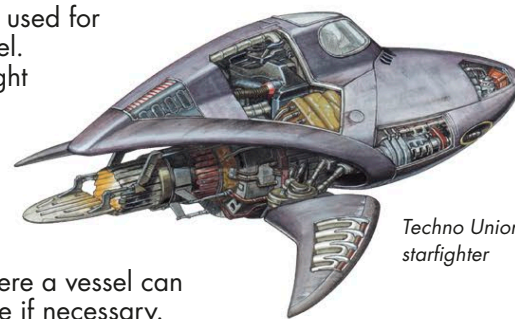
Sith speeder bike

STARFIGHTER

A small, fast, maneuverable, and heavily armed starship used in direct confrontations between opposing forces. Most space battles are fought between squadrons of starfighters.

SUBLIGHT DRIVE

A form of propulsion used for non-hyperspace travel. Spacecraft use sublight drives to lift off from planetary surfaces and travel into orbit. They can also be used to travel into deep space, where a vessel can engage its hyperdrive if necessary. During space battles, all starships engage their sublight drives.



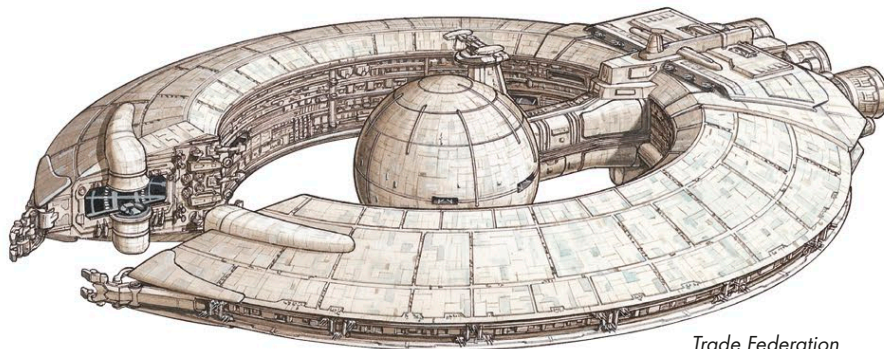
Techno Union starfighter

TRACTOR BEAM

Modified force field capable of immobilizing and moving objects in space. Tractor beams can be used by spacecraft and space stations to guide spacecraft into landing bays, move cargo or salvage, or capture enemy vessels for boarding or destruction.

TRANSPORT

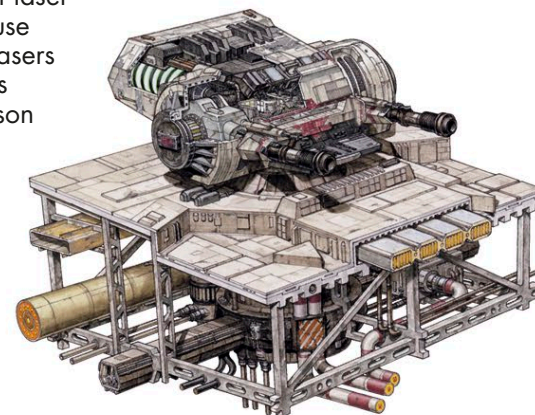
A starship used to carry cargo or passengers. The term is usually applied to civilian vessels, but can also refer to a ship that ferries troops and supplies.



Trade Federation battleship

TURBOLASER

A high-powered form of laser cannon developed for use on capital ships. Turbolasers require large generators for power and multiperson crews to operate, but can penetrate the shields and armor of opposing capital ships. They are also effective against planetary targets.



Republic Star Destroyer turbolaser turret

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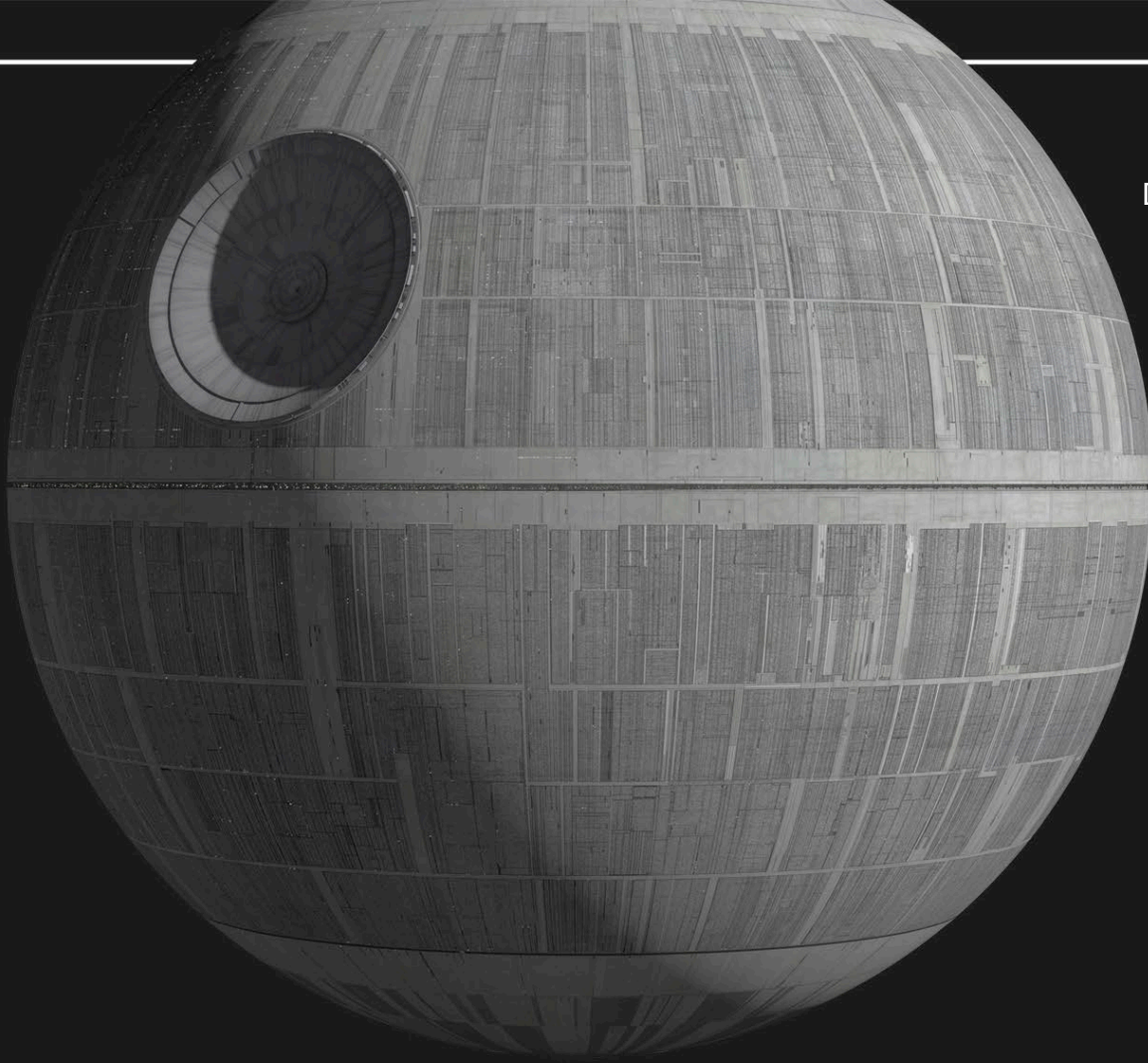
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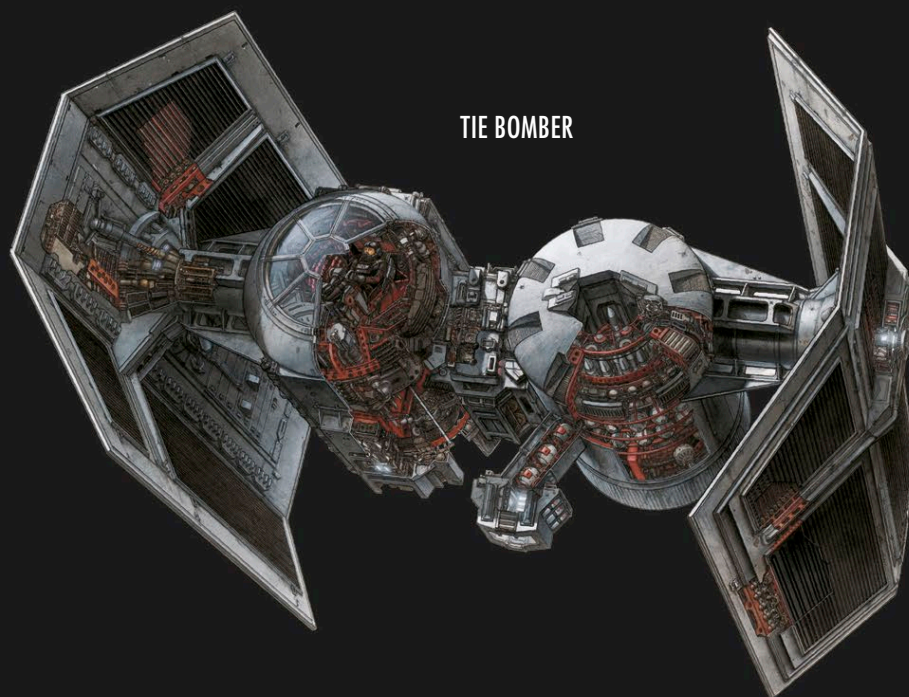
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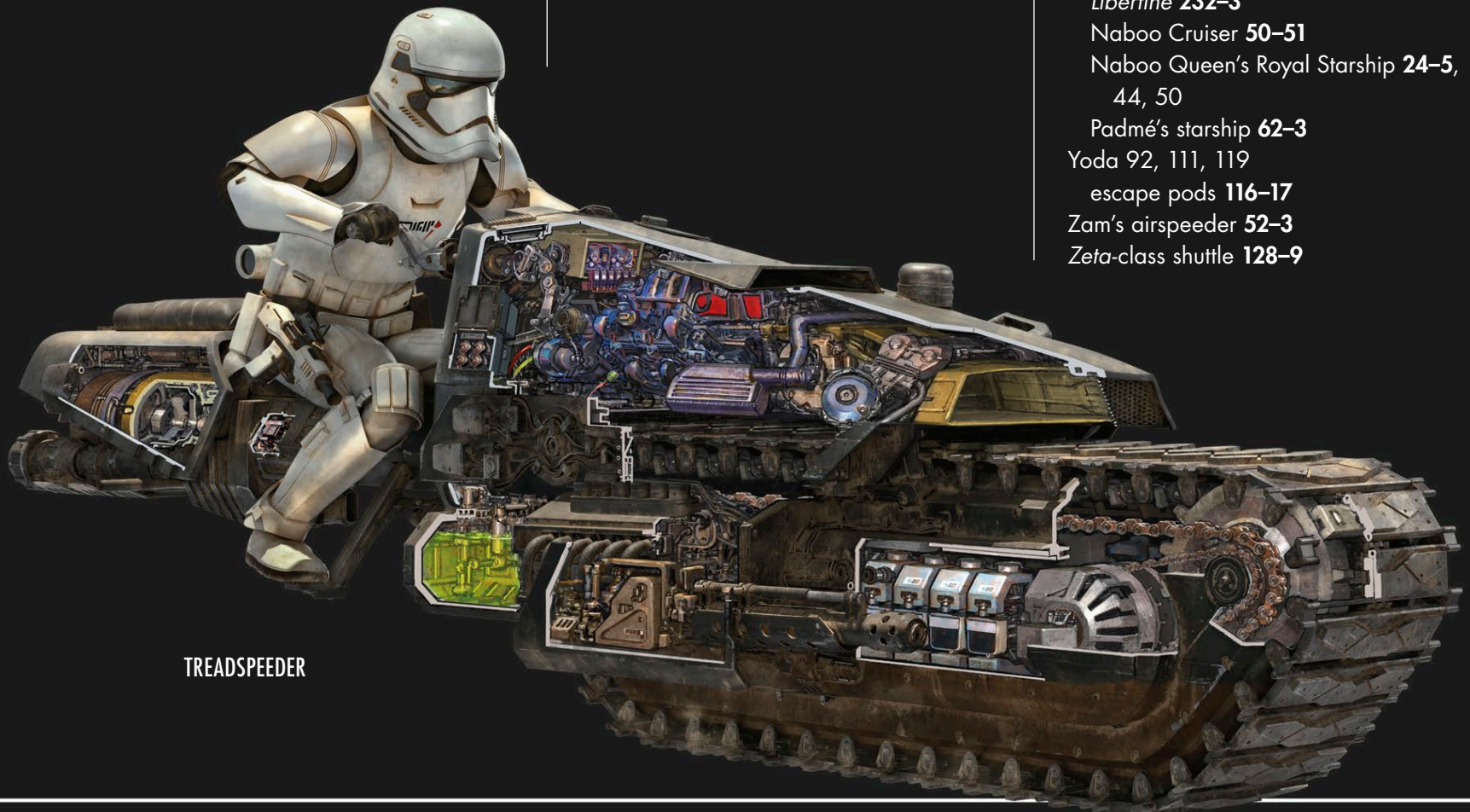
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